WHITE DWARF

Issue No. 16
Dec/Jan 1979/80
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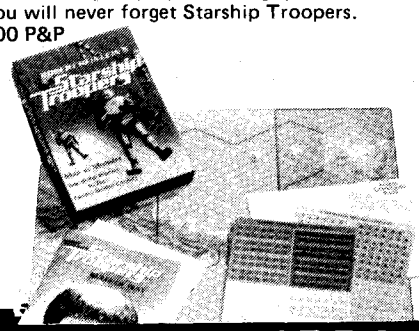

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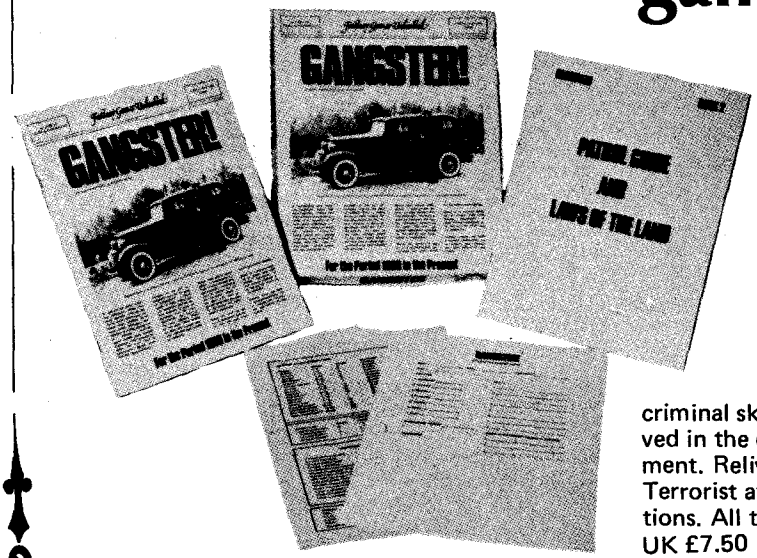

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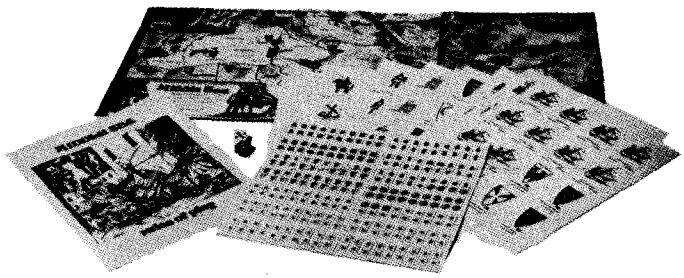

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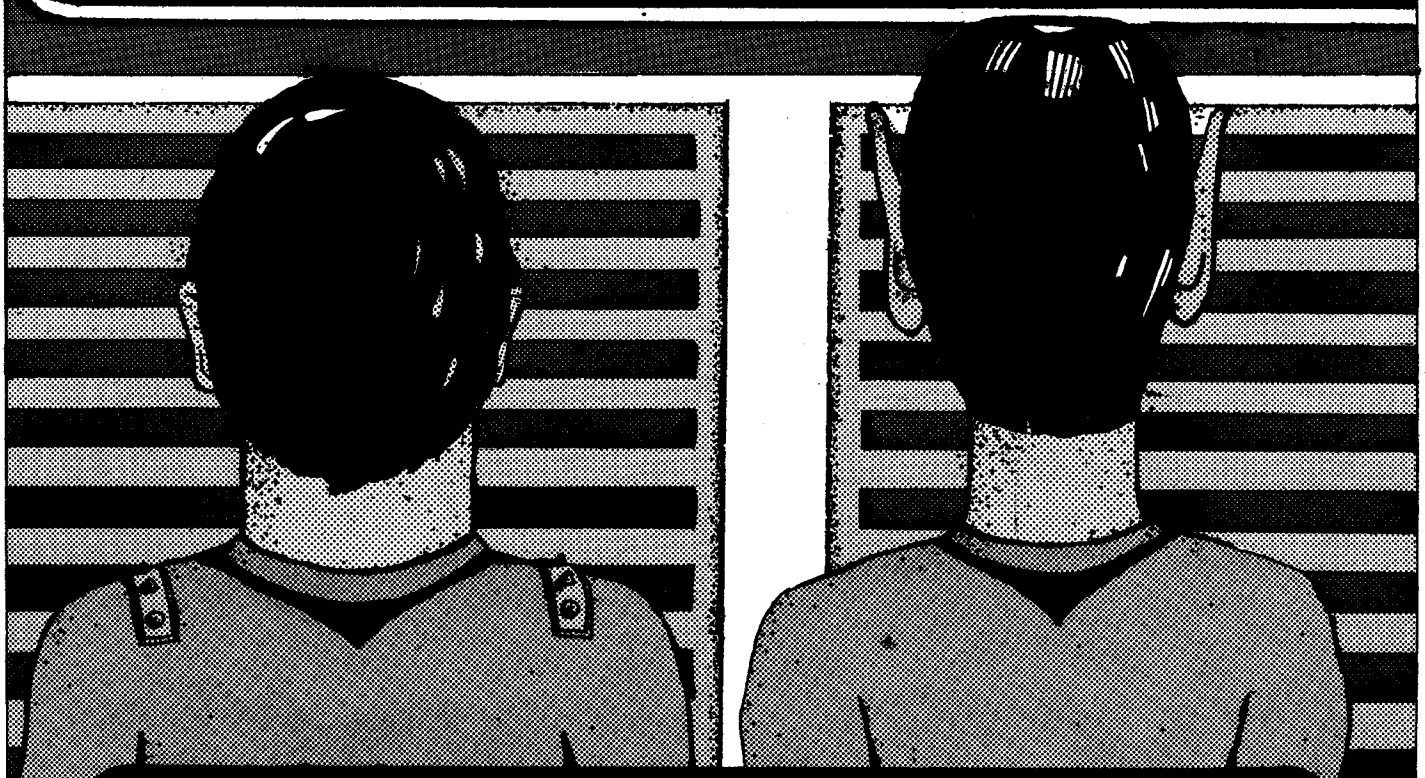

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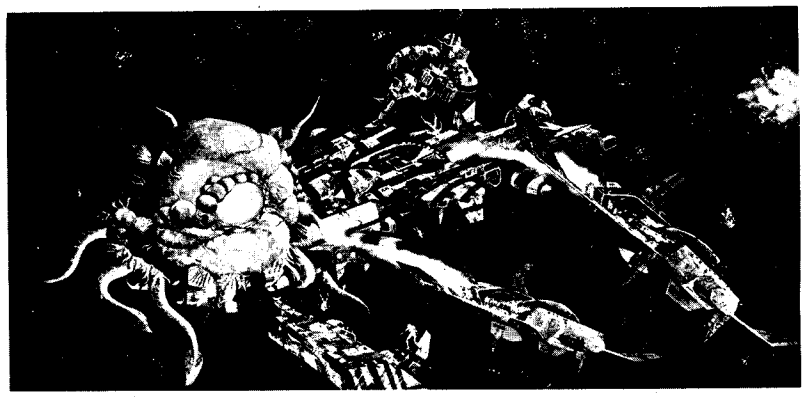

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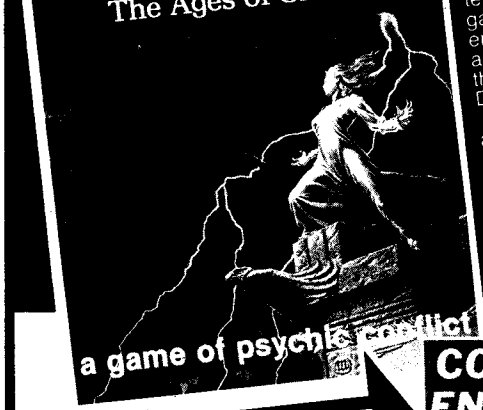

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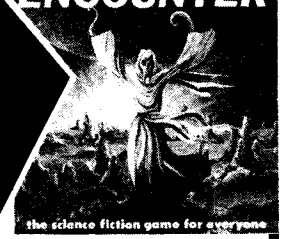

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Published by: Games Workshop

WHITE DWARF

issue No. 16

In *White Dwarf 7* we printed our first questionnaire in an attempt to steer the magazine in the direction of its readers' wishes. Well, we must have done something right for *White Dwarf* to have been voted *Best Games Magazine* in the recent *Games Day Awards* (see page 20, but since the original questionnaire the readership has doubled and I'm sure our new readers will have a few things to say about the content of *White Dwarf.*

A new questionnaire can be found on page 25, and we hope readers will again respond enthusiastically. Also, don't forget to vote for the Top Five Monsters of *Fiend Factory* as mentioned last issue. A lot of votes are already in and already a few creatures are drawing away from the pack, but it would spoil the fun if we revealed who or what they were . . .

Finally, I hope you all have a ~~Wight~~ White Christmas, with lots of ~~Groaning~~ Festive Spirit and ~~Black~~ Christmas Pudding. In other words, Merry Christmas and a ~~Harpy~~ Happy New Year!

Ian Livingstone

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Contributions: The Editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *WHITE DWARF*. Contributions should be typed, double-spaced, on one side of the paper only.

Overseas Distributors:
N. America: TSR Periodicals, POB 110, Lake Geneva, WI 53147
E. Australia: Models & Figurines, 162a Willoughby Road, Crows Nest, N.S.W. 2065
W. Australia: Games Wholesale Co., GPO Box P1184, Perth 6001

Subscriptions:
Remittances should be sent and made payable to *WHITE DWARF*, 1 Dalling Road, London W6 (Tel: 01-741 3445). *WHITE DWARF* is published bi-monthly and annual subscription rates are as follows:

UK — £4.00; Europe — £6.00; USA — $16.00; Other — £8.00

Foreign subscription rates include airmail postage.

Back Issues:
Back issues of *White Dwarf 1—11 and 14 onwards* are still available at a cost of 60p + 10p p&p each ($3.00 each including airmail postage overseas).

CHRONICLE MONSTERS

by Lewis Pulsipher

Stephen Donaldson's fantasy trilogy *The Chronicles of Thomas Covenant, Unbeliever* has been compared favourably with Tolkien's familiar *Lord of the Rings.* In scope, originality, and profusion of imagination it matches *LOTR*, but it is in no way derivative – certainly not in the abjectly imitative manner of Terry Brooks' *Sword of Shannara* – nor does it have the charm or (quite) the character identification of Tolkien's work. The protagonist of *Chronicles* is not even the hero – Lord Mhoram and the giant Saltheart Foamfollower admirably take up that burden – and it is difficult to identify with a man whose life must revolve around his illness, leprosy, and who doesn't even believe the fantasy world exists. Where Tolkien set out to create a modern mythology, Donaldson wrote a story about isolation and faith.

Whatever comparisons one makes, Donaldson's work is a fruitful setting for *Dungeons & Dragons* monster designers, and this article describes some adaptations from the novels. It would be confusing to try to duplicate the Lords' powers in *D&D* terms, nor is there space for it, but the other creatures are unusual and original, especially the ur-viles with their wedges and loremasters.

RAVER

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOUR CLASS: *2*
MOVE: *12"*
HIT DICE: *10*
% IN LAIR: *05%*
TREASURE TYPE: *F*
NO. OF ATTACKS: *1*
DAMAGE ATTACK: *1-8 or by weapon type*
SPECIAL ATTACKS: *Possession*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Neutral evil*
SIZE: *As body possessed*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: *VII(min)/ 2850 + 14 per hit point (min)*

The ravers may once have been a race, but now only three exist. A raver is able to possess a humanoid body. While in possession of a body a raver may attempt to leave it and possess another body. The original personality of the abandoned body regains control if the raver successfully leaves. Generally, the raver has the physical characteristics – hit dice, attack, etc. – of the body it inhabits, but always at least the values listed above. When the host body is killed, the disembodied raver must return to its lair, where it remains until a suitable creature comes near enough to be possessed. In this non-corporeal and invisible form it can do nothing but wait. The only way to kill a raver is to destroy its host body while the centre of its lair is surrounded by a circle of *protections from evil* or *protection from magic.* The centre of the lair is a jet black star-shaped stone weighing about 50 pounds.

Powerful creatures may resist raver attempts to possess them. The table below gives the percentage chance of successful possession. Roll just once for each paired raver and victim; either the raver succeeds immediately or it can never succeed, though another may be able to do so. If the raver carries a fragment of the Illearth Stone, or a fragment is within 10 feet, add 25% to the percentage chance.

Possession Table

Number of dice or experience level:	less than 1	1	2	3	4	5	6	7-8	9-10	11+
Percentage chance of possession:	100	90	75	50	40	30	20	10	-5	-25

Modifications: Bloodguard –50%, magic-user –20, cleric –30, elf, dwarf, or druid –5, evil alignment +5, Illearth Stone +25. (Note that the dash above (–) is a *minus* sign.)

A raver may attempt to possess any humanoid creature within 1" (10 feet or yards) of it, or from the centre of its lair when it is there. A circle of *protection from evil* or *magic*, or one of *the globes of invulnerability,* protects those inside from possession attempts. A raver may be driven from a host body only by the body's death or by an *exorcise* spell – chance of success 10% plus 5% per experience level of the cleric above seventh, regardless of casting time.

When a raver carries a fragment of the Illearth Stone, and its host body is of at least 8 hit dice, it may perform the following two conjurations. Each requires a full day without interruption and may be performed outdoors only.

Evil Wind: The raver summons a whirlwind equal in size to that of a 16 dice air elemental but with an hour's duration and inflicting only one hit per round. Creatures of less than one hit die are swept away unless under cover. About this wirlwind are 10-100 evil cormorants (see below) which attack any creatures which are not part of the raver's party. The whirlwind approaches from a random direction until it is 1,000 yards from the raver; at that juncture the raver begins to direct it, but it stops whenever it is more than 1,000 yards from the summoner.

Stone Dead: 100-1000 sandstone analogs of dead animals rise from a ditch which must be dug in deep sandy soil, at least 20' by 5' by 5'. They attack anything in the direction ordered by the raver. To simplify matters, treat monsters as equals regardless of their appearance (horse, lion, wolf, pig, etc.). All are AC 3, 4 hit dice, attack for 1-8, and move 6". They are enchanted monsters; moreover, *sleep, charm, cold,* and *hold* spells have no effect on them, but *lightning* or *fireball* automatically disintegrate the target(s). When "killed" the monsters become piles of sand.

EVIL CORMORANT

FREQUENCY: *Very rare*
NO. APPEARING: *2–20*
ARMOUR CLASS: *7*
MOVE: *3"/18"*
HIT DICE: *1+1*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1–4*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral evil*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE: *II/36 + 2 per hit point*

Evil cormorants are a cursed relative of the normal cormorant. Their blood is a weak (1–6 hp) acid. If a character hits a bird, 10% of the time the blood splashes on him; 50% if the striker is directly below the bird. These are enchanted monsters and are not subject to the *sleep* spell.

UR-VILE

FREQUENCY: *Rare*
NO. APPEARING: *10–100 (5% loremasters)*
ARMOUR CLASS: *7*
MOVE: *9", 12" on all 4s, 6" in wedge*
HIT DICE: *2 (loremasters 4)*
% IN LAIR: *50%*
TREASURE TYPE: *D*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1–6 with short sword (loremasters 1–8 with staff)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Low (loremasters: average)*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
Ur-vile: I/20+2 per hit point
Loremaster: III/6 +4 per hit point
Wedge: varies

An ur-vile is a neutral evil form of devil or demon, that is, an enchanted monster. They are black-skinned and have no eyes, but their wide-nostrilled noses and other, unhuman senses enable them to "see" well in dark or light. They normally move very quietly on two legs, but drop down on all fours for greater speed. All limbs are of equal length, short compared to the long torso. Ur-viles bark when fighting, and use a barking language. They are apparently sexless, being spawned in vats.

Loremasters are able to render prisoners unable to communicate specified information after their release, either by spoken or written word. For example, the prisoner might be unable to warn his rescuers of a trap..

Individually ur-viles are not very dangerous, but when they form wedges their combined power is formidable. The ur-vile wedge may include anywhere from 10 to hundreds of individuals. A small, 10 creature wedge takes the same form as 10-pins in a bowling alley, or balls racked up on a pool table. In large wedges the symmetry of place is lost in the rear, which becomes a shapeless mass, but the apex (point) retains an orderly pattern.

While in a wedge the point loremaster may wield several forms of magic. The wedge form gives magic resistance to all individuals in it, and armour class and attack values also increase; but remember that only the creatures on the edges of the wedge are able to attack, and the wedge formation must be maintained.

Wedge Modifications				Armour class vs.:	
Number in wedge	Wedge "level"	Magic Resistance	Attack	Melee	Missile
10–21	1	10%	1–6	3	4
22–50	2	20	1–8	2	1
51–200	3	40	1–8	1	–2
over 200	4	60	1–8	0	–5

Large wedges have high cohesiveness and momentum. A wedge of 21 individuals would break through a single line of fighters without difficulty. A wedge of 200 could break through 10 ranks of defenders. For such purposes the weight of the entire wedge is in effect transferred to the 10 individuals at the apex.

A wedge of ur-viles breaks up when one third of the individuals in it have been killed or incapacitated, when terrain or powerful enemies literally break the formation (as when a giant dives into a level 1 or 2 wedge), when there is no loremaster at the apex, or when any individual other than a loremaster voluntarily leaves the wedge.

Ur-viles form wedges only when battle is imminent. A wedge cannot be formed without a loremaster at the point. After the ur-viles are in the right places to form a wedge, one round per 20 creatures is required to effectively form a functional, movable wedge.

The loremaster at the apex of the wedge (only) gains additional powers, as follows:

Additional Loremaster Powers

Wedge Level	Armour Class	Attack (staff)	Hit Dice
1	2	2–12	6
2	0	3–18	8
3	–2	4–24	10
4	–4	5–30	15

Hit dice changes affect hit probability as well as hit points. If the wedge breaks, damage remains the same though the loremaster's hit points revert to normal, so it may die. If the wedge is voluntarily unformed, the damage is transferred as a percentage of total hit points – in other words, it is reduced proportionally as hit points are reduced.

Magic Powers Gained by Loremaster at Apex of Wedge

Acid: The loremaster projects a strong acid from his staff. Range is 1" times the wedge level. Enough acid is produced each round to strike one individual only. The number needed to hit is listed in the table below. A miss may hit another individual depending on how closely packed the targets are. The victim attempts to save vs. poison, suffering half damage if successful. The damage depends on wedge level:

Acid Damage

Wedge level:	1	2	3	4
Damage:	2–12	4–24	6–36	8–48
Number to hit:	10	8	6	4

The number needed to hit is unaffected by the target's armour class, but is modified by a target's high dexterity. If the loremaster is hit in a round then he cannot produce and project acid; unsuccessful attacks on him do not disturb acid production. Acid projections occurs at the end of a melee round.

Ur-vile acid eats away rock, but large quantities are required. In the trilogy, loremasters filled iron catapult cups so that the acid could be thrown against castle walls.

Forbidding: The loremaster establishes a field of force, a forbidding, which resists passage of material objects as well as energies. Whether a creature can break through the forbidding depends on its hit dice; if it has more than the level of the loremaster's wedge, the creature breaks through and the forbidding is dissolved. Similarly, a spell breaks through if its level is higher than the wedge level, but the forbidding itself is not broken.

A single loremaster and wedge can create a field with a surface area of 100 square feet, up to 50 feet away. The field must be a plane. If several loremasters and their wedges combine

to form a field (strength equal to lowest wedge level) the area is 500 feet per wedge, but the loremasters must use their staves as poles for the forbidding so that it will be one long, more or less straight, line.

While a loremaster maintains a forbidding, he and his wedge cannot engage in other activity. Missile fire will not distract the wedge, but melee attack will. A forbidding lasts up to one turn. An hour's rest is required before the participating ur-viles can help form another forbidding.

VILES

These smaller creatures have one hit dice and no loremasters. They form wedges to gain magic resistance and armour class advantages, however. Damage per attack is 1–4 (1–6 in level 2 or higher wedge), treasure type C. Otherwise they resemble ur-viles, though no one could mistake one for the other.

WAYNHIM

NORMAL CHARACTERISTICS:
½ hit die, attack for 1–3, armour class 7
CHARACTERISTICS IN WEDGE:
1 hit die, attack for 1–4, armour class 4

A neutral type of enchanted monster related to viles and ur-viles, the waynhim also form wedges to fight, but more than one or two individuals will be found together only in dire emergencies. Waynhim normally stock and maintain travellers' shelters (waymeets) formed of living trees.

CAVEWIGHTS

FREQUENCY: *Uncommon*
NO. APPEARING: *10–100*
ARMOUR CLASS: *5*
MOVE: *9"*
HIT DICE: *2 to 4*
% IN LAIR: *50%*
TREASURE TYPE: *D*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1–8 or 1–10*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral evil*
SIZE: *L*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: *Nil*
LEVEL/X.P. VALUE:
2HD: 1/20+2 per hit point
3HD: II/35+3 per hit point
4HD: III/60+4 per hit point

Cavewights are large, humanoid, cave or tunnel dwelling creatures. They are extremely good stoneworkers. They can detect new construction, sloping passages, and shifting walls 60% of the time. Strong and in some ways agile, a cavewight can gain a climbing handhold by sinking its claws into stone, or it can run, jump and grab a partial handhold in rough stone, and vault higher, to a height of 20 feet or occasionally more depending on the size of the creature.

KHRESH

These are yellow wolves, a few growing to dire wolf size; the latter can carry one ur-vile each. The khresh prey on the Ranyhyn.

RANYHYN

These noble horses, ridden only by the bloodguard and the lords by choice of the ranyhyn themselves, equal heavy war horses but move 24". A ranyhyn appears immediately its chosen rider whistles for it, regardless of where he is, unless the horse has been killed en route. The horse magically knows where and when it will be called and starts for the place ahead of time! Ranyhyn have low intelligence, understanding what they are told even though they cannot talk.

RAMEN

The ramen guard and tend the ranyhyn, but will never ride them. They are normal men except for those who patrol the plains looking for khresh. These "cords" move silently and out of sight outdoors 75% of the time. The lengths of rope they use for attack do 1–6 damage, and can (75%) break the neck of a running animal (such as a khresh) surprised by a hidden cord. Cords have 4 hit dice (d8). A manethrall, who commands 2–4 cords, has 8 hit dice (d8) and 100% chances in both cases above.

BLOODGUARD

The sworn bodyguards of the Lords, now sleepless and immortal but once human, move 18" and can walk silently when indoors. They attack with hands twice for 3–18 damage, with stunning but not killing chances as for a ninth level monk. Though they know weapons well, they never use them in battle. A bloodguard can dodge or knock away any missile weapon directed toward him if he makes a saving throw of 6 or more. Although they wear no armour, bloodguard are armour class 2 owing to their monk-like combat prowess. They have 8 d8 hit dice.

SEAREACH GIANTS

FREQUENCY: *Very rare*
NO. APPEARING: *1–4*
ARMOUR CLASS: *2*
MOVE: *12"*
HIT DICE: *10*
% IN LAIR: *50%*
TREASURE TYPE: *E*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3–18*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral good*
SIZE: *L (12' + tall)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: *VII/2350 +14 per hit point*

These giants are both seafarers and stoneworkers. They rarely have more than two children per family. Non-magical fire does not damage them, but it causes pain as though there was damage.

JHEHERRIN

1 hit point, no attack, Neutral. These small, mud or clay-like creatures live in wet underground tunnels. Sunlight turns them to dust. They are extremely wary if not cowardly, with reason since they cannot attack. The only way they may harm anyone is to pull someone floating in quicksand under the surface, for they are excellent swimmers in such quagmires. (Remember, people normally float in quicksand unless they struggle.)

UNFETTERED ONES

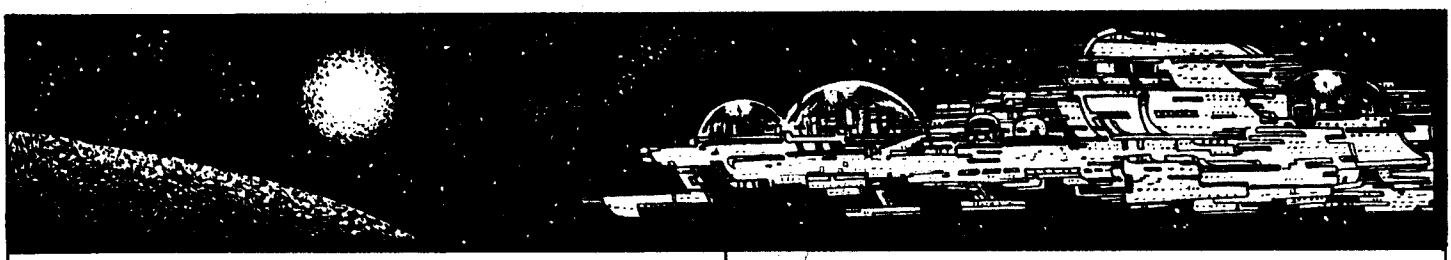
These humans have chosen to go into the wilderness to study one aspect of the world, rather than become Lords. Each has unique powers. For example, one is equal in fighting ability to a bloodguard, and can summon "harmless" forest animals in large numbers, for they are his subject of study. Another studies history as mystically revealed in rock strata, but has few powers beyond great stamina.

A few physical aspects of Donaldson's world can also be translated into *D&D* terms:

Arrows made of *lor-liarill wood* explode on impact, causing 2–12 damage plus starting a fire in inflammable material 50% of the time.

Diamondraught is the giants' drink. It increases endurance and restores strength but when its effects wear off (in 6–24 hours) the user falls into deep sleep.

Hurtloam is a healing clay or soil, applied when moist. An application of hurtloam has the effect of the "laying on of hands" of a third level paladin. Hurtloam is quite rare, of course, and won't be found at all in areas frequented by evil creatures.



EXPANDING UNIVERSE by Andy Slack

SUGGESTED ADDITIONS TO TRAVELLER RULES PART IV

SOCIAL STATUS

Income
The social status score determines the character's net income in long-term situations. Thus a player getting a job as say a clerk, or any non-player in a civilian job, would have this much money left after living expenses were deducted:

Social Status	Net Income p.a.	Social Status	Net Income p.a.
less than 0	0	9	19,683
0	1	10	59,049
1	3	11	177,047
2	9	12	531,441
3	27	13	1,594,323
4	81	14	4,782,969
5	243	15	14,348,907
6	729	16	43,046,721
7	2,187	17	129,140,160
8	6,561	18	387,420,480

This may also be used to indicate the amount offered by a patron initially — perhaps 2-12% or 20-120% of the patron's annual income, depending on the danger involved. Also it may represent the income accruing to a noble player due to his ancestral fief.

Special Levels of Social Status

Social Status	Situation
–5 or less	Condemned to death
–2 to –4	Slave
–1	Imprisoned
0	Wanted criminal
1	Suspected criminal
2–10	Normal
11–15	Nobles
16	Prince — next-in-line to rule a planet.
17	King — ruler of a planet
18	Emperor — ruler of more than one planet.

Ancestral estates may be portions of large worlds, or small worlds in their own right. The population level of an ancestral fief is equal to the controlling noble's social status less 9, so perhaps the player has a small world waiting for him when his eight older brothers drop dead!

Social Status and Crime
When infringing the law, roll over the law level on 2D6 to avoid arrest, DM: + social status –7 (you can get away with it, you just have to be rich! This gives some meaning to law levels over 12.

If arrested, throw law level or under to be convicted, DMs: subtract the prosecution's law expertise, add the defence's law expertise. Forged papers, etc., give additional DMs at umpire's discretion.

If convicted, penalties are in the form of losses of status. One status level will be lost for minor offences; 1D6 status levels are lost for such things as theft, fraud, forgery etc; 2D6 levels are lost for mugging, burglary and assault; and 3D6 levels for murder, treason etc.

These penalties are most effective in reducing income and seldom result in jail unless something really nasty is done. (A player in jail is an unhappy player.)

Lawyers may be hired at the following costs per case:

Lawyer—1	3,000 Cr	Lawyer—4	81,000 Cr.
Lawyer—2	9,000 Cr	Lawyer—5	243,000 Cr.
Lawyer—3	27,000 Cr	Lawyer—6	729,000 Cr.

Incrementing Social Status Level
It is recommended that players retire characters of social status 16+, though they may still participate by being burgled, generating commissions, etc.

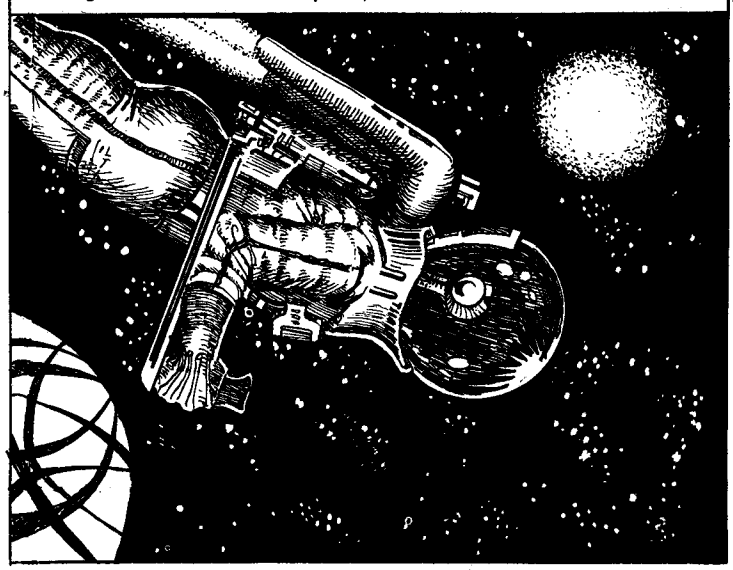
Adventurers may increase their family's status by accumulating Status Experience Points or SEP. When a character accumulates a number of SEP equal to his current status level, his status level is increased by one and he loses all SEP so far gained.

SEP may be gained as follows:
1 SEP per 1,000,000 credits amassed
2 SEP per 1,000,000 credits wasted
1 SEP per level of glamorous skill acquired, e.g. Pilot, Leader.
1 SEP per promotion.
1 SEP per year served as a slave or prisoner.

PSIONIC SPECIAL TALENTS

It is rare for someone to acquire only a special talent, so it is suggested that special talents enhance the other ones. Below are given some examples of additional tricks a psionic can perform if he has the stated talent and a special talent. These extras can only be used when the talisman is to hand; the talisman also confers 1D6 extra psionic strength points, but these do not in any way affect the maximum level attainable.

Clairvoyance and Special Talents
Persons with this combination may use their clairvoyant abilities through time as well as space; count one second forwards or



backwards as equivalent to one metre of range. In game terms, the player may ask the umpire a number of questions equal to his clairvoyance level, which the umpire must answer truthfully "yes" or "no". (See Frank Herbert's *Dune* trilogy for a well-handled account of such abilities.) Due to the mechanism of the hyperspace Jump, persons with this combination, whether or not they have their talisman are likely to feel nauseous and confused for 1–6 days after such a Jump. Roll 2D6, DM –7, + endurance. If the score is lower than or equal to the psionic's clairvoyance level, he has fallen ill.

Telepathy and Special Talents
This combination enables the psionic to affect reaction tests. One creature or person per level can be affected, and a DM equal in size to the number of strength points expended is added or subtracted to the reaction test at the psionic's discretion. (This is from an idea in Larry Niven's *A Gift from Earth.*) Further, such combined talents may be used to penetrate telepathic Shields; when penetrating a Shield, count psionic strength and level as half normal, rounded down.

Telekinesis and Special Talents
This combination gains the ability to affect temperature. Instead of telekinesis on an object in the normal manner, they may choose to raise or lower its temperature by one degree centigrade per telekinetic level per strength point expended. This can be used as a lethal weapon by raising the temperature of the brain by a few degrees – ten should be enough for death. The brain weighs one to two kilos.

Teleportation and Special Talents
This combination gives the power to do two new tricks: First, to teleport another being or object instead of oneself; and second, to teleport forwards or backwards in time. Count one second as equivalent to one metre for range costs. As with normal teleportation, it is up to the player to specify possible hazards and how he will avoid them. This is the hardest talent to umpire, so it's just as well it's the rarest. (The idea comes from Poul Anderson's *There Will Be Time*, and reading that will show the best way to handle the talent).

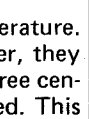
These persons suffer from Jumps in the same way as *Clairvoyance and Special Talents.*

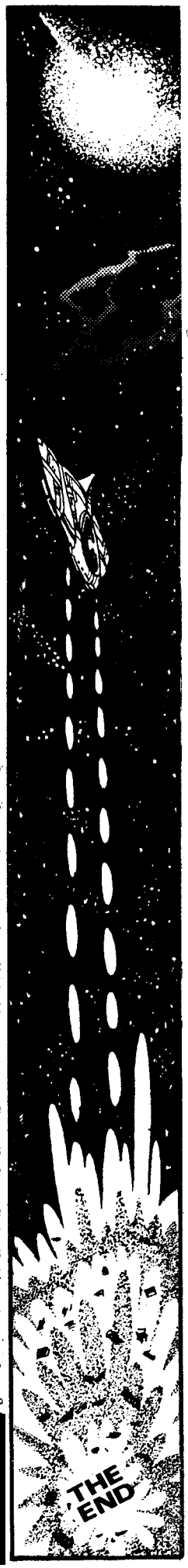
Awareness and Special Talents
Such persons may enhance dexterity on the same terms as strength. Further – and I like to think this is part of the reason for anti-psionic prejudice – instead of expending a psionic strength point to enhance one of their own physical characteristics, they may "drain" points from another intelligent being's strength, dexterity or endurance in order to gain an equal number of psionic strength points. However, the range cost must still be paid so this works best at close range.

And there you have it. Since starting this series, there have been new rules sets – notably *Traveller 4: Mercenary* and *Starquest* – which duplicate or render obsolete, in a sense, parts of these suggested rules however, I have lethargically not done anything about it.

It is also inevitable that I have unwittingly plagiarised the work of other umpires and rules sets; I apologise in advance for this. A lot of material has been taken from SF books. Where this has been done I have tried to credit the author and book concerned.

Finally, there are inevitably going to be mistakes in my assumptions or working out; and I will be glad to hear from anyone spotting one, but I leave you with this thought: *If I knew how starships really worked, I'd be writing to the Patents Office, not* White Dwarf.





. . . hopefully by the time this **White Dwarf** is published the long-awaited **Advanced Dungeons & Dragons Dungeon Masters Guide** will be readily available. After its initial release at GenCon in August and incredible demand which sold out the first print run in a few weeks, disaster struck. The second print run was ruined by the printers who managed to collate some **Monster Manual** pages into the DM's Guide! Let's hope the **Fiend Folio** does not suffer the same fate . . .

. . . **Game Designers' Workshop** continue to expand **Traveller.** During the next six months, seven new titles are scheduled for release, although these are subject to name change or delay: **High Guard** (Book 5) sets forth complete rules for space navies; **The Spinward Marches** (Supplement 3) charts the rough-and tumble frontier regions of the Imperium; **Citizens** (Supplement 4) is a book of information for players and referees, and also includes twelve new character types; **76 Patrons** (Supplement 5) gives seventy-six patron encounters, supplying scenarios for adventures; **Azhanti High Lightning** (Game 3) is a boxed game containing multiple deck plans, scenarios, rules and counters; **Planetfall Liberty** (Adventure 2) is a solo adventure; **Research Station Gamma** (Adventure 3) no information available. GDW also have a new science fiction game coming out entitled **Bloodtree Rebellion** which concerns guerilla war on the Planet Somber with clone regiments, colonist rebels and natives . . .

. . . **Judges Guild** continue to expand their range of playing aids with **Operation Ogre,** a **D&D** adventure structured around the classic Princess-as-hostage-of-Monster theme, **Broken Tree Inn** concerns the struggle between the Elves of Tall Seed Forest and encrouching humanity set in the **Runequest** universe, and **Drakne Station** is a **Traveller** scenario set aboard an alien vessel . . .

. . . at long last **Runequest** is back in print with some sections substantially rewritten, and some parts expanded. **Cults of Prax** is also available . . .

. . . some alarming news from **Miniature Figurines** is that they have withdrawn their **Dungeons & Dragons** line of figures . . .

. . . **Citadel Miniatures** have been granted the UK licence to produce official figures for **FGU's Gangster!** game. They have also been granted the UK licence to produce the official figures for **Star Trek The Motion Picture** by **Paramount Pictures Corporation** . . .

. . *Fantasy Games Unlimited* have released additional **Chivalry & Sorcery** material. **Arden** is a complete kingdom scenario and includes a book and maps. **Saurians** is a supplemental book of dinosaurs and intelligent saurian races . . .

. . . *Task Force Games* announce four new pocket games – **Prochorvka, Intruder, Swordquest, Operation Pegasus** and **Valkenburg Castle.** And **Star Fleet Battles** goes boxed . . .

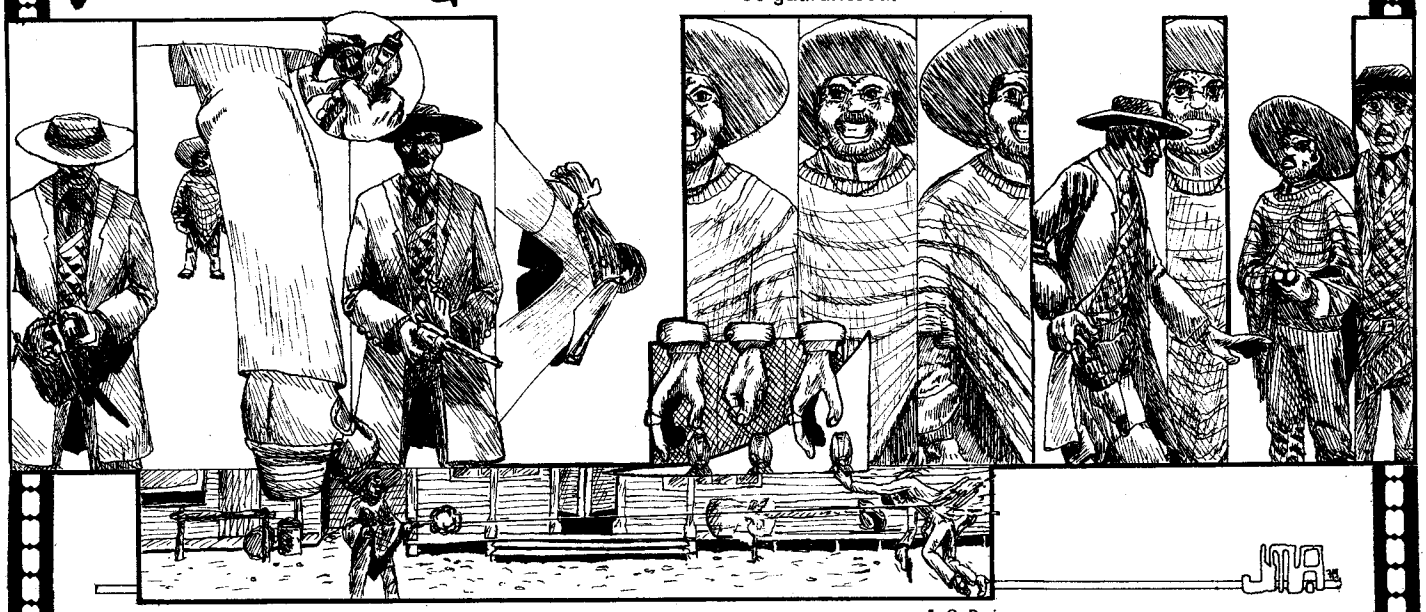
Next Issue:

* The Sable Rose Affair – a complete Traveller mini adventure
* The Magic Brush – fantasy figure painting as an art
* Fiend Factory – monster monsters
* Treasure Chest – artifacts and relics

BOOT HILL

ENCOUNTERS by Dominic Beddow

The suggested time and place for these encounter tables is 1870-5 in the area where Texas, New Mexico and Mexico meet. Remember that in many cases, the type of person encountered would not be obvious. (e.g. a *Bounty Hunter* could look the same as a *Gunfighter).* Note also that this is the romantic West, and so total accuracy is not guaranteed.



The procedure for determining encounters is:

1: Find out the number of encounters by rolling on the *Chance for Encounter Table.*
2: Roll on *Encounter Category Table.*
3: Determine exact details.
4: Determine nationality by rolling on *Nationality Table.*

CHANCE FOR ENCOUNTER

Roll every hour. To determine time within the hour of the encounter(s) roll a d6 and a d10 for each encounter. The d6 determines tens (6=0) and the d10, units. Thus a 2 on the d6 and an 8 on the d10 represents 28 minutes past the hour.

US off road	US on road	MEXICO	No. of Encounters
01–02	01–05	01–03	1–6
03–05	06–10	04–07	1–3
06–10	11–20	08–15	1
11–00	21–00	16–00	0

ENCOUNTER CATEGORY TABLE

US off road	US on road	MEXICO
01–06 A	01–07 A	01–07 B
07–31 B	08–15 B	08–09 D
32–35 D	16–40 C	10–19 E
36–44 E	41–47 D	20–27 G
45–50 F	48–50 E	28–31 H
51–60 G	51–54 F	32 K
61–65 H	55–61 G	33–49 M
66–73 I	62–65 H	50–71 N
74 J	66–70 I	72–73 O
75 K	71–72 K	74 P
76–87 L	73–83 L	75 Q
88–91 N	84 N	76 S
92 O	85–86 O	77–79 T
93 P	87 P	80 U
94–95 Q	88–91 Q	81 V
96 S	92 R	82 W
97 T	93 S	83–85 X
98–99 X	94 U	86–97 Y
00 ?	95–96 V	98–99 Z
	97 W	00 ?
	98–99 X	
	00 ?	

Where unspecified men are stated (e.g. with Lawmen, Doctors, Patients, etc.), roll again on Encounter Category Table for them, using discretion e.g. Bandits with Lawmen would be prisoners etc.

A: US Lawmen
01–20 1 Deputy US Marshall
21–40 1 Deputy US Marshall + 1–6 men
41–43 1 US Marshall + 1–10 men
44–60 Posse of 11–30 men
61–70 Town Marshall + 1–6 men
71–80 1–3 Deputies
81–00 County Sherif + 1–10 men

B: Cowboys (all on Horseback)
01–10 1–3
11–60 1–6 (50% chance + Rancher)
61–80 1–20 (50% + Rancher)
81–90 2 on Wagon + 1–6
91–00 1–20 + 20–100 Cattle (50% + Rancher)

C: Stagecoach
1–6 Passengers + Driver and Guard
Roll again on 'US on Road' Table for each passenger, using discretion (e.g. US Trooper would be retired; if Lawmen and Bandit present, Bandit would be prisoner; Senators etc. would have own coach so ignore; etc.). Ignore, or think up good reasons, for inappropriate results (e.g. Mexican Peasant).

D: Homesteaders
01–10 1–6 on Foot + 1 Mule
11–60 1–4 + Wagon (1 Driver, max. 3 on Horseback)
61–70 2–8 + 2 Wagons (2 Drivers, Rest on Horseback)
71–00 3–8 Wagons and Drivers + 1–20 Others (½ in Wagons, ½ on Horseback)

E: Drifter
01–15 1 on Foot
16–35 1 on Mule
36–00 1 on Horse

F: US Troops
01–30 1–6 + Sergeant (80% chance Cavalry)
31–60 1–20 + Ltnt. (80% chance Cavalry) X, 1.05
61–80 1–20 + Capt. (80% chance Cavalry)
81–85 20–120 + Capt. (80% chance Cavalry)
66–90 1–20 + Colonel (80% chance Cavalry)
91–95 50–500 + Colonel (50% chance Cavalry)
96–98 1–20 + General (80% chance Cavalry) X 2
99 Wagon + 11–30 Troops (50% chance Cavalry)
00 Field Ambulance

G: Gunfighters
Each party has 90% chance of having horses.
01–30 1
31–50 1–6
51–80 2–12 (normal dice) X, 1.05
81–00 1–20

H: Bounty Hunters
01–85 1–3 on Horseback
86–00 1–3 on Foot

I: Indians
01–40 1–6
41–50 1–6 + Warrior Leader
51–70 1–20 + Warrior Leader
71–90 1–100 + Warrior Leader
91–00 1–20 Women, Elderly & Children

J: Army Scout (all on Horseback)
01–80 1
81–00 1–3

K: Despatch Rider
1 on Horse

L: US Civilians
01–10 1–20 Chinese Railway Workers
11–30 1–20 American Farmhands (not Cowboys)
31–50 1–6 Hill-billy Types on Foot
51–60 3–10 Builders on Wagon
61–70 1–20 Mexican Peasant Refugees
71–80 6–15 Workmen (fences etc.) on Foot + Foreman
81–85 1–6 Repairmen + Wagon (Telegraph)
86–90 Teacher + Wagon + 1–10 Children (50% chance Teacher is Cleric)
91–95 Urban Type + Wife in 1-Horse Trap
96–97 Rancher's Wife on Horse & Trap
98–00 Other

M: Mexican Civilians
1–10 Poor Peasants on Foot; all Ages; either Sex.

N: Bandits
In US: 50% chance of being Mexican.
In Mexico: 90% chance of being Mexican. X –
1–50 (75% chance on Horses)

O: Travelling Salesman
50% chance has Wagon. Invariably sells ridiculous products.

P: Pinkertons (always on Horses)
01–30 1 X –
31–80 2 –
81–00 1–6

Q: Businessmen
01–10 Banker + 1–6 Guards on Horseback
11–20 Insurance Salesman on Horse
21–30 1–6 Surveyors on Horses
31–40 Trader + Wagon (Timber, Metal etc.)
41–45 1–6 Railroad Engineers on Horses
46–50 Glass Merchant + Assistant on Wagon
51–60 Grain Trader + Assistant on Wagon
61–70 Mechanic + Assistant on Wagon
71–75 Carpenter + Assistant on Wagon
76–80 Wheelwright + Assistant on Wagon
81–90 Doctor with Horse and Trap (10% chance transporting Patient)
91–95 Vet on Horse
96–00 Other

R: Local Officials
01–40 Mayor of nearest Town + 1–6 Men (50% chance Lawmen), all on Horses
41–70 Official from Governor's Office in Coach + 3 Guards
71–80 Judge in Coach with Secretary + 4 Guards
81–90 State Revenue Officer in Coach + 4 Guards
91–95 Landowner in Coach + 2 Guards + 1–3 Horsemen
96–97 Congressman on visit in Coach with 3 Guards + 4 Horsemen
98 Senator (as Congressman)
99 Governor (as Congressman, but 7 Horsemen)
00 Other

S: Clergyman
One in Trap. 30% chance other Passenger

T: Down and Out
One on Foot

U: Con-men
1–3 on Horses

V: Entertainers
01–40 Troupe of 5–10 Saloon Girls + Manageress & Pianist in 2 Wagons
41–55 Opera Singer in Wagon with Manager/Guard/Wagon Driver
56–75 5–10 Actors + 2 Driver/Guards in 2 Wagons
76–85 Journalist on Horse
86–90 Photo-journalist on Pony and Trap
91–00 Guitarist on Horse

W: Gambler (all on Horseback)
01–75 1
76–00 1–3

X: Miners
01–55 1–10 Men on Horses
56–90 1–10 Men on Foot
91–00 1–10 Men, 1 on Wagon, rest on Horses

Y: Federales
As for 'F' but if 90+ thrown, roll again.

Z: US Lawmen/Troops South of the Border (Incognito)
01–25 Ltnt. + 1–10 Men on Horses
26–40 Capt. + 1–20 Men on Horses
41–75 Deputy US Marshall on Horse
76–90 Deputy US Marshall with 1–10 Lawmen on Horses
91–00 Federal Agent on Horse

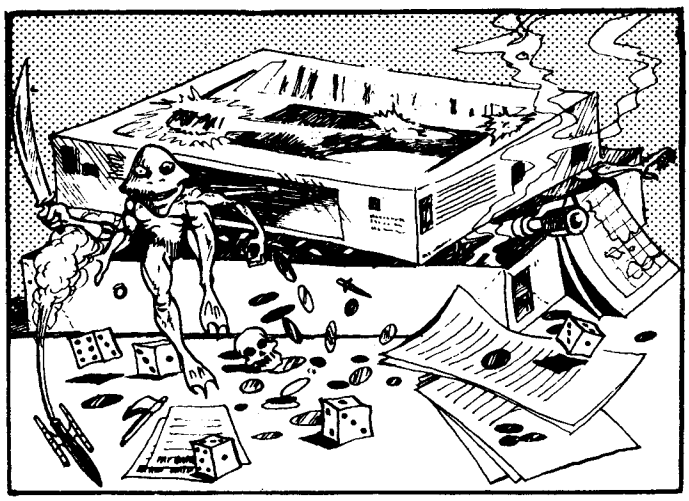
?: Referee's Choice

NATIONALITY

Individual notes above take precedence.
Those in A, F, P, R and Z are always US citizens.
Those in J, O, Q, V and W always roll on "In US" Table.
M and Y are always Mexicans.
Be prepared to make exceptions either way.

Dice Roll	In US	In Mexico
01–90	US Citizen	Mexican
91–99	Mexican	US Citizen
00	Other	Other

OPEN BOX



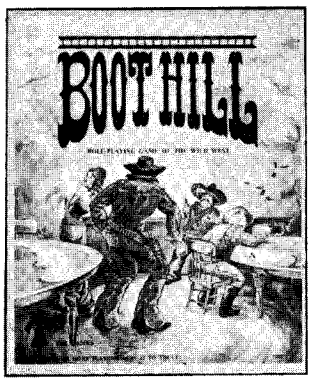
OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

BOOT HILL

TSR (Hobbies) Inc. – £7.50



Boot Hill, especially in the diminutive form of its first edition, which appeared in 1975, might be seen as an attempt to produce a cheap, light-hearted diversion from the more 'serious' medieval fantasy gaming. Messrs. Blume and Gygax are, however, now clearly taking advantage of the many qualities and attractions which a Wild West role-playing game has in its own right. This new second edition is housed in a colourful box, for which the consumer pays heavily, but which is useful for keeping all those bits of paper which invariably spread themselves around and get trodden on/lost/used for testing old biros. The enlarged (11" x 8½") 34 page rule book actually contains little which is very different from the first edition – the same character, combat, movement and morale systems.

Having said that I will go right back on it by noting that the appendices have been greatly expanded; so much so that they take up more than half the book! A great amount of space is filled by a list of over 100 'Fastest Guns That Ever Lived' (not to be used as typical characters). The rest is split between handy beginners' scenarios, a guide to the new game map, and an innovative and imaginative system for 'time-warping' *D&D*, *Metamorphosis Alpha* and *Gamma World* characters to the *Boot Hill* world (or the reverse). While the general standard of printing is very high, the separate campaign map is, by TSR standards, extremely shabby and unprofessional. The large scale ground plan of a town on the reverse is, however, quite commendable. The game also includes a set of decimal dice and a set of anonymous counters picturing different fighters doing various things, which can be used if no figures are available.

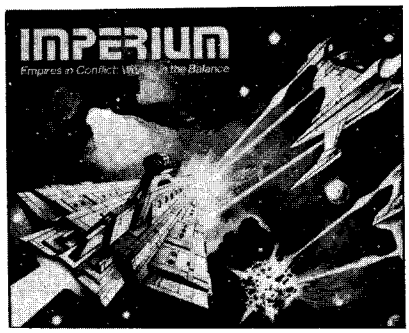
Thus once the rules are read and the map set out you are just about ready to go. There are no complexities to be designed or supplements to be bought before you start, although in keeping with their generally lazy attitude towards the map TSR asks you to fill in numerous details, claiming that this "creates flexibility."

Why *Boot Hill* is such an easy yet effective game to play rests on the knowledge of, and feeling for, the Wild West which is within us all. It is fantasy and yet one still has one's feet on the ground. There is no magic, except the gambler's three card trick and no plethora of monster characteristics to remember.

Overall: 8 **Dominic Beddow**

IMPERIUM

Game Designers' Workshop – £8.50



The Ultimate in Science Fiction Space Wargames!! (This is not an advertisement.) Combining a simple system of economics with fast and effective movement and combat principles, *Imperium* is a thoroughly enjoyable, playable and believable game.

The Imperium itself is a vast globe of space centred roughly about Capella, and in fact the action takes place only in the environs of our system. It is a conflict between a race new to the colonisation business, the Terrans, and a well-founded Imperial province, whose governor, based at Gashidda, is answerable to the Emperor if he doesn't make good in the campaign to eradicate the haughty barbaric Terrans.

At the outset the Imperium allocates the Province a budget which may be affected by Civil wars, fluctuations in Imperial economy and even by appeals to the Emperor for aid. The Terrans, on the other hand, gain income directly from worlds and outposts controlled, which means the start of the game is fraught with a massive expansion policy on the part of the Terrans, and attempts to suppress this by the Imperium. Income may be spent on various different types of ships with different offensive and defensive capabilities, outposts to be transported to newly-discovered systems, planetary defenses and ground-based troops.

Movement is simple but effective: between various star systems on the map are printed green lines representing hyperspace lanes; certain colour-coded units may move along these as far as desired during a movement phase provided that no enemy-occupied systems are entered, such an event requiring immediate battle preparations. Other units use the conventional hex-by-hex movement or must be transported by larger craft.

Combat is unusual in that it is carried out off-map, but whilst it is an abstract form it imparts the 'feel' of massive starship manoeuvres in space and the hit and run tactics on the surface. Actual conflicts are resolved in three stages: units entering an enemy occupied system are removed from the map, as are the opponents', and each ship is allocated a target. When the debris has cleared the same process is repeated until one side flees or is destroyed, whereupon successful attacking craft may elect to conduct planetary assault, a sweep of the planet's surface with missile bombardment in an attempt to destroy the land-based defenses and pave the way for the transports to land and debark troops to take and hold the surface.

The game may be played in two forms: a 'war' which involves a short (1½-2 hours) battle for one or more planets or outposts, or a campaign which, simply described is a concatenation of wars and peace, lasting many years (game-time – and perhaps real-time!). During peacetime, armies are disbanded, fleets fall into disrepair and are scrapped, and the economy recovers preparatory to the next war, in which the loser of the

previous war becomes the instigator of the new one, backed by a strong economy whereas the winner paradoxically begins with less funds (due no doubt to complacency').

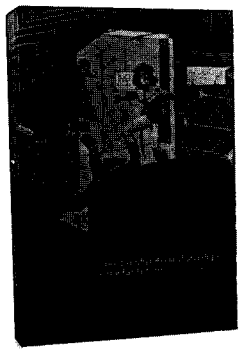
The whole is extremely well produced, boxed, with a colourful map and large, clear counters and simple, clear-cut rules.

Imperium is, without exception, the best game of its kind I have seen to date, and is a valuable addition to any gamer's library.

Overall: 9 **Colin Reynolds**

SNAPSHOT

Game Designers' Workshop — £5.95



Not a game about amateur photography: the title *Snapshot* refers to a quick, unaimed blast from a futuristic anti-personnel weapon, and it is a game for two (or more) players, simulating man-to-man and man-to-monster combat on board small spacecraft. Like GDW's *Mayday*, which simulates ship-to-ship combat in space, *Snapshot* is completely compatible with *Traveller,* a noteworthy role-playing game which by now needs no further introduction.

Unlike *Mayday,* which is produced in a folio format similar to GDW's *Series 120* wargames, *Snapshot* has a distinctly superior presentation. It is packed in a small "bookcase game" box, and consists of a rulebook, a mapsheet depicting floor plans of two different spacecraft, a reference card showing the combat tables, a set of die-cut counters, and two six-sided dice. The artwork and printing are excellent throughout, and, as is to be expected in a recent GDW product, the rules are logically presented, concise, and easily understood. In sum, good value for money as far as appearance and components are concerned, and an attractive addition to the *Traveller* box sitting on your mantelpiece.

The combat system itself has been extracted whole from the *Traveller* rulebook, and then had extra bits bolted on. Characters are generated in exactly the same way, although only Strength, Dexterity and Endurance are used in *Snapshot,* plus of course the various skills that characters may acquire. The concept of each weapon needing a basic throw on two six-sided dice to hit a target, the basic throw itself depending on the distance to the target and the amount of protection worn by the target, and the idea of adding to or subtracting from the basic throw depending on the skills of the attacker, are taken directly from *Traveller.* However, *Snapshot* also introduces a squared grid to regularise the movement of the combatants, the use of counters or 15mm. figures, and the concept of "Action Points" calculated by adding Dexterity and Endurance) which determine the characters' order of movement and the number of actions that each character may undertake in his turn.

In practice, the system works very well indeed. It is easy to learn, requires only a little book-keeping, and produces some very tense shipboard battles. Not surprisingly, there are some criticisms that can be made. For one thing, an abundance of weapon types is all very well, but I wish they were more easily identifiable: if you're the type who has difficulty telling a revolver from a rifle in real life, it's not easy to decide whether your character should be equipped with a "Snub Pistol HEAP" or an "LAG Discard Sabot", or even a "4cm. RAM HE, FA"; and on top of it all there's the continuing absurdity of all those technologically-trained spacefarers toting an armoury of medieval ironmongery: apart from the fact that they would all look like complete idiots carrying crossbows and pikes while on duty in the computer room or the Avionics section, several of my characters could come back from their interstellar graves to vouch for the fact that a spaceman wielding a cutlass is simply not in the same league as a spaceman with a laser carbine.

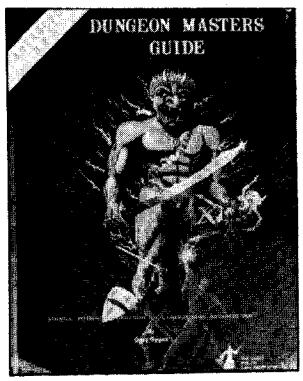
In other ways, too, *Snapshot* stretches one's credibility. Realism is not necessarily a high priority, even in a game that is supposed to simulate "real" events; but the system of Action Points enables a character to, for instance, run down a flight of stairs, fire a snapshot through a doorway, and move out of sight again, while all the other characters stand around stationary and defenceless, like robots with overloaded circuits. If a character is wounded, even nigh unto death, as we swashbuckling spacers say, his Action Point total, and hence his fighting ability, is not affected in any way — which is also fairly hard to believe.

However, it would be misleading to dwell on the inadequate realism of *Snapshot*: it is an invaluable adjunct to *Traveller,* allowing close combat to be resolved in detail, yet quickly and simply; as a game in itself it is perhaps less satisfactory, although still one of the best man-to-man combat systems on the market; and the presentation is in every way excellent.

Overall: 8 **Peter Darvill-Evans.**

DUNGEON MASTERS GUIDE

T.S.R. Hobbies Inc — Hardback edition £9.95



To review a product — book, game, module — properly, the reviewer should be intimately familiar with it. Such cannot be the case here — if I were to postpone writing a review of the *DMG* until I had read every word and become familiar with everything, you would be waiting some time.

So this must be a 'first impression'.

This long-awaited TSR product is physically excellent — well over 200 pages of fine, but legible, print; good (though hardly exceptional) artwork; a hardback format which will stand the test of many years of thumbing.

As for its contents — where do I begin? Off-hand, I would say that only the most severe critic could point at a minor omission, let alone a serious one. (Though, as I said before, my study can hardly be regarded as exhaustive). As for compatability with earlier *AD&D* works, again I cannot find any problem, and again must add the same caution.

There is one curiosity which relates to the combat tables and to the 'sneak preview' of those tables which has appeared both in *Dragon* and in *White Dwarf.* In the previews, monks used the same combat matrix as thieves and assassins; in the *DMG* proper, monks use the same combat matrix as clerics and druids. I wouldn't argue about the result — low-level monks in particular need all the help they can get — but it's strange, to say the least, that the change took place so late as to be omitted from the preview; after all, the preview appeared only a couple of months or so before the *DMG* itself.

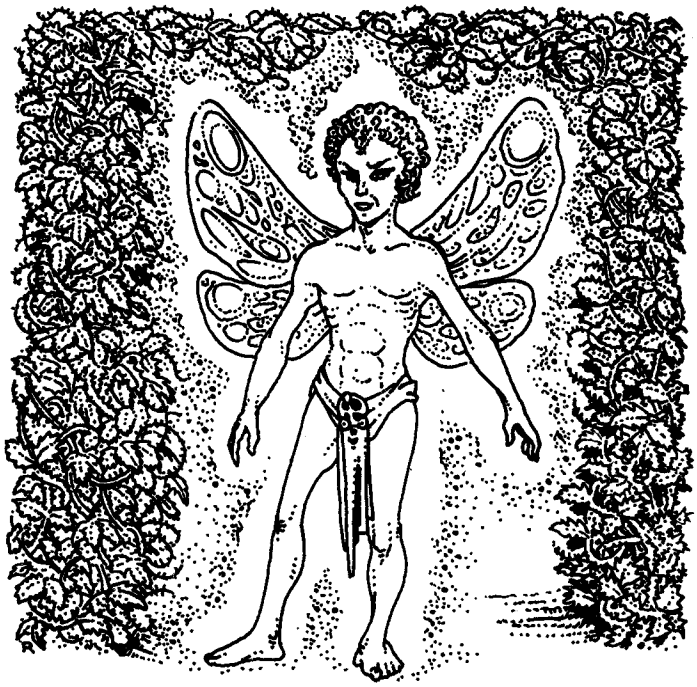
Some of the contents will no doubt be regarded as spurious by some *AD&D* fans; in my own case I won't be using the sections about outdoor adventures, for instance. But the contents which are regarded as discardable will vary from reader to reader and from DM to DM, so it's quite hopeless for me to try to guess.

In the end, set the task of reviewing something to which I know I cannot do justice, all I can say is — can you afford to be without it??

Overall: Not applicable **Don Turnbull**

paths of the lil

by James Ward



James Ward is the co-inventor of Gamma World, and who better person to design a mini-scenario.

The Lil had to survive, it was as simple as that. These creatures had evolved as diminutive beings constantly on the run from larger life forms. From earliest times, these beings had been forced to hide in brambles and tall vegetation of one type or another. As generation after generation progressed and mutated, their hiding places were developed and nurtured into what the Lil wanted.

THE LIL

Hit Dice: 6
Armour Class: 8 (6 when fighting human-sized creatures and 4 when fighting creatures over 2.5 metres tall)
Movement: 3/10
Mental Strength (species average): 14
Intelligence (species average): 17
Dexterity (species average): 18
Charisma (species average): 17
Constitution (species average): 8
Physical Strength (species average): 5

Physical Mutations (as a species):
1. Dual Brain
2. Light Generation
3. Physical Reflection (radiation)
4. Shorter (20 centimetres tall)
5. Wings
6. One variable mutation per being to the good

Mental Mutations (as a species):
1. Empathy
2. Force Field Generation
3. Illusion Generation
4. Mass Mind
5. Telepathy
6. Total Healing
7. Total Resistance to Life Leech

The Lil are beautiful symmetrical human creatures with wings of incredible toughness. They are always found in areas of high vegetation and have only one harmful mutation. They glow brightly in the dark. Whenever the area light intensity falls below a certain candle power, these beings light up illuminating a 90 centimetre area. Because of this mutation, these beings are always most active in the dark period of any day. They often use and develop technology, but are forced to have several members of their race work any given item from the past because of their small size and low strength factor.

The Bramble Paths Of The Lil

This vegetation is always the same from Lil group to Lil group because they take seeds with them from old paths as they are forced to migrate. The brambles are always trimmed to be 6 metres tall and the Lil mould paths out of them that are totally covered by a roof of these brambles that reveals nothing from the air. The paths are always 10 metres wide with the bramble vegetation barriers, for the most part, 36 metres wide. The thin parts of all the barriers are areas where the Lil can quickly pass from one section to another because of the unusual nature of these spots. The Lil Brambles have huge thorns that are razor sharp and will rip all things except metal and hard plastic. Every thin area is exactly like the other patches in appearance, but the thorns are dulled so that they do not cut.

While the brambles have no intelligence, they do have the following traits: when touched by anythings but a Lil, these plants raise up and cluster against the pressure so that as the movement into them increases so does the grabbing action of the vines. Every melee turn of forceful contact does 1-10 points of damage to the toucher; amongst the brambles of the roof cover (hidden from view from below or above) are berries in clusters of 10 every 25 metres that restore 1 hit point of damage per berry; every vine in the path wall grows 2-12 metres a day.

The Lil Path depicted is the oldest of all brambles and the Lil living here are the most advanced of all the groups. Every night, they travel about the patch pruning the growth away from areas where they do not wish vines and forcing new growth where they do. All chopped vines are mulched up and placed around the plant bases.

SECTION A: 5 Lil: HP: 35, 33, 32, 28, 25; AC: 8*; M: 3/10, all abilities and mutations are as the species plus all of these guards have electrical generation (3-18 points of damage with a touch). One member in each group has a stun whip (weapon class 6) that has been cut down so that it seems to be a long pole in the hands of the Lil holder.

These groups, in every case, are there to frighten or otherwise chase away beings, creatures, or things that try to enter the area. They attack by casting illusions of hundreds of their number flying all over and touching or diving at the intruders. Those that do not believe the illusions are identified and taken care of by the stun whip. When stunned, all items of technology are carried into the thin part of any path and the throat of the stunned creature is torn out by the teeth of the Lil. If these attacks all fail, the Lil will attack with electrical charges until one group or the other is dead (hoping to do as much damage as possible so that the next set of guards can have an easier time taking care of the strangers).

SECTION B: 1 Blaash: HP: 60; AC: 8; M: 6/15; MS: 6; this giant moth emits 18 intensity radiation with a range of 5 metres. The Lil have hatched this creature here and it cannot move from the small interconnecting path it is on for fear of damaging its wing membranes. It has been conditioned to attack nothing accompaning a Lil.

SECTION C: 1 Horl Choo: HP: 72; AC: 5; M: None; this one fires 1-6 spear fronds every melee turn for 3-18 points of damage each (18 die creature for attack) and each frond has intensity 9 poison tips. The creature has been altered so its senses can detect nothing smaller than a metre. The plant is capable of firing down the long path it is near and up the short path it views.

SECTION D: This is a storage area for the Lil and the section facing the path is designed to move away when pulled. Inside are the following: 56 one kilogram sacks of instant plant defoliant, 32 one kilogram sacks of intensified plant fertilizer, 12 vibro daggers (weapon class 4) doing 10 points of damage per strike, 3 small damage packs doing 6-36 points of damage per explosion, 21 solar energy cells, 64 two metre by 3 metre sheets of duralloy.

SECTION E: 8 Lil: HP: 28, 27, 27, 23, 21, 21, 19, 11; AC: 8*; M: 3/10; all abilities and mutations are as the species. This group uses 2 Laser Rifles (weapon class 13) doing 6-36 points of damage per strike. It takes 4 Lil to use one weapon and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either back at the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

SECTION F: 1 Kai Lin: HP: 60; AC: 6; M: 10; this plant will attack with radiated eyes (intensity 12) and if that doesn't kill the being it is attacking (or at least damage it) the creature will use electrical generation for 3-18 points per touch. This creature hides in the ceiling cover and moves with its prey. It only comes down to attack with electricity or feed. The Lil allow it only one seed (destroying all others). They have conditioned it to attack any beings travelling down the middle of the path, but to leave alone beings that walk down the sides.

SECTION G: This is another storage area and it opens towards the village of the Lil. It has the following: 3 wilderness ecology bots programmed to prune plants for the Lil; a wicker chest with 400 healing berries; and a wicker chest with 30 of each type of energy cell.

SECTION I: This is the village of the Lil. There are 39 males (not counting the guards), 43 females, and 14 young. These beings all live in wicker huts all over the area. Every hut has the following: a bramble supplied water fountain, a set of poisoned arrows, 3 bows (weapon class 9) doing one point per strike plus the 18 intensity poison damage, a wicker chest of dried fruits, and a wicker chest of clothing (made of spun spider silk).

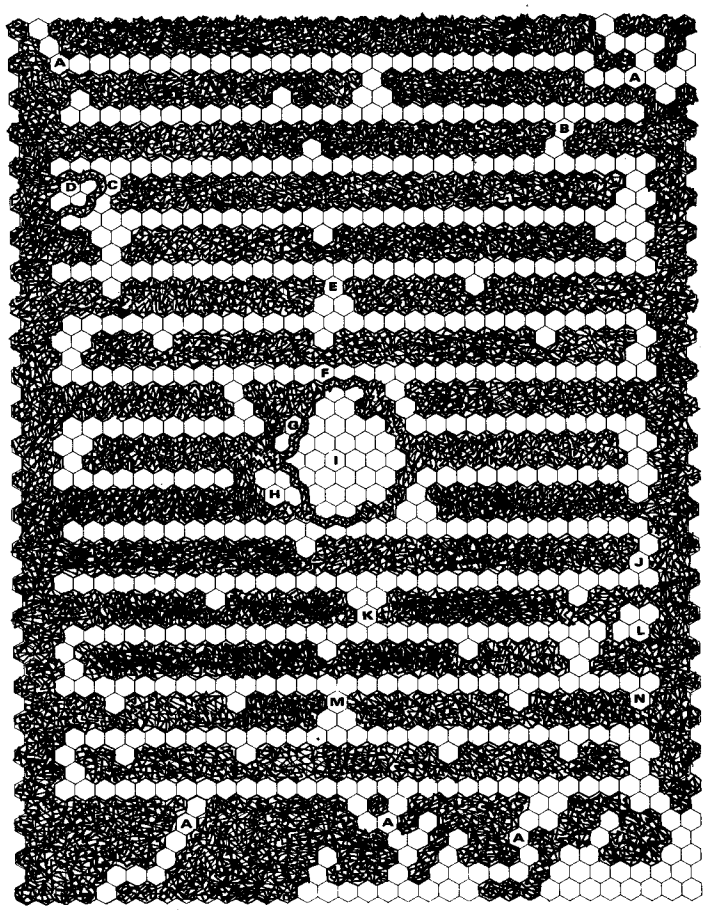
If the area is entered, the males all create illusions of hundreds of flying Lil while the females and young walk to safety. The thin areas are easily moved by two Lil.

SECTION J: 1 Perth Plant: HP: 10; AC: 4; M: None; it emits random intensity radiation (3-18) for a 15 metre range at all that are taller than 1 metre who come near the plant.

SECTION K: 6 Lil: HP: 33, 32, 30, 29, 20, 15; AC: 8*; M: 3/10; all abilities and mutations are as the species. These are using 3 Mark V Blasters with 2 creatures to a pistol (weapon class 14) and each shot does 7-42 points of damage. These Lil will fire 2 shots per melee turn until all weapons are expended and then they will run to small tunnels in the sharp bramble cover to the sides and reload energy cells. They will shoot again after 7 melee turns.

SECTION L: Another storage area with the following: 9 saws, 13 hand axes, 23 solar energy cells, 5 laser torches, 3 torc grenades (doing disintegration damage in a 15 metre range), and 5 fifteen centimetre tall mirrors.

SECTION H: This is another larger storage area with the following: a defense/attack borg (programmed to protect the village in case of surprise); 5 medi-kits, 6 laser pistols (weapon class 13) doing 5-30 points per shot; 3 four litre pots of 18 intensity poison; 2 one litre pots of universal antidote; 3 modified stun whips (weapon class 6); and 99 bows with 20 arrows each geared to the size of the Lil)



SECTION M: a Zeeth patch is planted here. (HP: 100 total, growing in a 10 metre area, it teleports 2-20 seeds for 2-12 points of damage per seed when successfully teleported (20% chance of this happening per seed); it has sensing range up to 19 metres and will not attack anything less than 1 metre tall.

SECTION N: There is a pond filling these 3 hexes and a Keeshin dens here. (HP: 49; AC: 7; M: telekinetic flight; all abilities are at 18, its mental mutations include: telekinesis, telekinetic arm, force field generation, life leech, de-evolution, mental blast, cryokinesis, and reflection). It will demand a piece of technology from any strangers that come near and attack if not given something. It will gladly talk about the whole patch if given a powered device. The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

Notes For The World Master

1. All items that are taken off of players are placed in the H storage area by the Lil.
2. People that want to "force" their way through the metres thick brambles should be told instantly of the problems involved (damage, resistance, increasing amount of vines, lack of view as brambles cut off vision, etc.).
3. Don't let people in power armour or cars tell you they should be able to force their way through (these vines are tough!!!).
4. Burning is made extremely difficult by the high moisture content in all vines, leaves, and roots.
5. Little points of light are visible at night from through the outside of the brambles, prompting stories around mutie and barbarian campfires about vast treasure from ancient times behind the plant walls and also awesome instant death.
6. While the paths are all covered, the leaves of the ceiling area reflect enough light so that all the areas underneath are well lit during the daylight and strong moonlight hours.
7. When the Lil retreat into the briars, their wings mould themselves to their bodies and they always enter the patch from the ground. They are intimately familiar with their patch and they know every thin area for escape purposes.

THE FIEND FACTORY

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

This issue I have concentrated almost entirely on creatures which were originally considered very seriously for inclusion in the *Fiend Folio* but which, for one reason or another, did not eventually achieve inclusion in that volume. In other words, the monsters this time survived many tests on their way towards the *Folio* and only just missed inclusion, so I hope you think the standard high.

Of course, there is a note of sadness here — for in the end I suspect the creators of these creatures would have prefered them to have been in the *Folio.* I just hope there is some compensation for them in knowing that their 'miss' was very near indeed.

TENSER BEAST

by J.D. Morris

No. Appearing:	**1–4**
Armour Class:	**–1**
Movement:	**18"**
Hit Dice:	**2D8+1**
Treasure:	**Nil**
Attack:	**1–4 plus sharpness**
Alignment:	**Neutral**
Intelligence:	**Non**
Monstermark:	**100 (level V in 12 levels)**

This is less a monster, more a device of magical creation. It is a disc created by the Tenser's Floating Disc spell on which have been cast *animate objects, haste* and *permanency;* the result is a rapidly-spinning disc which hits a creature in its path for 1–4 damage plus a sharpness effect (treat as a Sword of Sharpness for the latter purposes).

Being a narrow disc, it presents a very small target to anyone trying to hit it with missiles (except from vertically above or below) — treat as AC–10.

Use of a *slow* spell on the device negates the sharpness and lowers the AC to 4. However a *haste* spell will cause the tenser beast to disintegrate into 2–8 splinters, each of which will do 1–3 damage if it hits a victim within 30'. The splinters are thrown out in a uniform pattern of symmetry with the disc's original position as centre.

Comments: Though not, strictly speaking, a monster at all, this is an intriguing creation which displays the ingenuity of the creator. (How many devices can readers concoct by using spells rather than mechanics?).

MAN-SCORPION

by Philip Masters

No. Appearing	**2–12**
Armour Class:	**0**
Move:	**10"**
Hit Dice:	**5**
Treasure:	**Nil**
Attack:	**2–8/1–6 + poison**
Intelligence:	**Very**
Alignment:	**Neutral**
Monstermark:	**382.3 (PevP IX in 12 levels)**

The creation of one of the most powerful Gods of Neutrality, these creatures have the upper bodies of men with the two rear legs and long poison tail of the giant scorpion. The sting attacks for 1–6 damage plus a particularly virulent poison which kills instantly if the victim fails his saving roll. The beast can strike simultaneously with its bronze broadsword (2–8 damage) at one opponent and with its tail at another.

The bronze broadsword is magical, aligned to Neutrality, doing full damage to targets on the Ethereal and Astral, as well as the Material, Planes. If captured by a human or other intelligent being, The sword retains its powers but strikes at –3 hit probability. The man-scorpion's bronze scale armour and bronze shield are also magical but both become –2 cursed items if used by other species.

Each man-scorpion encountered has a 10% chance of knowing and being able to use, once per day, one magic-user spell of the first or second level. *Web* is a particular favourite.

No encounter with a man-scorpion will be truly random as their creator or their other masters place them specifically to carry out certain tasks. So long as their mission is not threatened and they are granted reasonable courtesy and respect, they will help adventureres with advice and information, particularly those of neutral alignment.

They can never be *charmed, slept,* bribed or coerced, and *fear* will only affect them if they are outnumbered two to one or more. They will take prisoners if necessary but will not kill them unless ordered to do so by their masters.

Comments: Apart from centaurs, there appears to be a total lack of half man/half beast creatures. The man-scorpion is an excellent monster to help fill the gap.

OGRESS

by Mark Barnes

No. Appearing:	**1–6**
Armour Class:	**5**
Movement:	**9"**
Hit Dice:	**3D8+2**
Treasure:	**Type C**
Attack:	**Two-handed attack for 1–8 damage**
Alignment:	**Chaotic evil**
Intelligence:	**Average**
Monstermark:	**35.4 (level III in 12 levels)**

Offspring of distasteful liaisons between male ogres and human females (which thankfully have produced young exclusively of the female gender) ogresses have been banished by mankind and roam in vengeful groups determined on the destruction of humans. They are feared and greatly loathed, by men and by ogres alike.

They are larger than men but slightly smaller than ogres, with the same colouration as ogres except that their eyes are bright blue and their hair a dull yellow. These despicable and aggressive villains are more intelligent than ogres and have greatly advanced the art of disguise in their efforts to infiltrate human society in

search of victims. Three artful items aid them in this pursuit — a mask of extremely beautiful features, a brilliant cloak which has limited shape-change properties and a wig of flowing, shining human hair. An ogress which wears all three — mask, cloak and wig, one of each of which each ogress obtains on reaching maturity — will appear as a beautiful human female 6' tall. The ogress also has a particularly seductive voice, speaking the common tongue as well as ogrish, and can sing most beguilingly.

Confronted by an ogress thus attired, a male human character will be deceived unless he makes his saving throw against *magic* at a penalty of –3. If he fails to save, he will be charmed and will do whatever the ogress wills (this is usually to lead the victim to the ogress lair — a cave deep in a nearby mountain — where he will be tortured, roasted alive and consumed).

The ogress has not learned the quality of patience and may reveal its true self after charming a victim (5% cumulative chance per turn after the charm has taken effect). Thus a victim has some chance of attack or escape since the charm will cease as soon as the ogress is revealed in its true nature. If necessary the ogress will fight with bare hands, using a double-fisted attack for 1–8 damage. Aware of its own lack of patience, the first instruction by an ogress to its charmed victim will usually be to discard all his weapons.

Comments: There are those who would say that *D&D* doesn't need half-ogres (which is what, essentially, these are) but nevertheless it is logical that some cross-breeding could have taken place with ogres as with orcs. The designer should, I think, have made more clear whether the three items of disguise can be used by humans or other player-characters, and if so what effect they have. Surely, too, the ogress would be able to use a weapon in female form? One of the best methods of infiltration, after all, is to fight alongside a party and ingratiate with them until an opportunity arises to snatch a victim.

Nevertheless, this could be a useful and deployable beast.

WRECKER

by Andrew Hicks

No. Appearing:	**1**
Armour Class:	**–3**
Movement:	**15"**
Hit Dice:	**4D8+1**
Treasure:	**See below**
Attack:	**1–20/1–20/ 1–8**
Alignment:	**Neutral**
Intelligence:	**Non**
Monstermark:	**1,938 (level XI in 12 levels)**

These creatures/machines are effectively specialised iron golems — man-sized and highly intricate. Only sixteen wreckers are known to exist, being created specifically to guard the great magical artifacts of the world. If a party of adventurers approach within 20' of a specified artifact, a wrecker will appear, automatically gated to the spot. It will warn the party (being able to speak all the tongues of men, elves and dwarves) to retire and leave the artifact on pain of death, but if the party ignores the warning the wrecker will immediately attack the nearest party member, using two fists for 1–20 damage each and one bite for 1–8 damage.

A wrecker can only be hit by magical weapons with a bonus of +2 or better. The wrecker cannot in any way be forced away from guarding the artifact, once it has appeared. It is immune to *all* magical spells and, if trapped, can smash a 10' square hole through any material 1" thick per melee round. It has the power of *levitation* to escape from a pit or similar trap. However it will never pursue a fleeing party unless they have managed to take the artifact.

After every other melee round (2nd, 4th,etc.), if a wrecker is still alive, it will gate another to the spot. Thus, after 8 melee rounds, unless one or more has been destroyed, all sixteen wreckers will be fighting in the defence of a single artifact.

Comments: Though I still applaud the concept of this creature, there are some inconsistencies. The creature can speak, yet has no intelligence; one must suppose some form of pre-programmed recording, which is perhaps a mite fanciful, even for *D&D*. Again, to make the creature really difficult to pass, it should have *true seeing* rather than just *detect invisibility.* Its strength (witness its power to smash through barriers of any material, given time) it enormous, but it hits for only 1–20 damage ('only' says he).

Even I was taken aback by the result of the Monstermark calculation, but have checked it and find it correct (where have I gone wrong?) The answer lies in the low armour class and the magical powers.

PLANTMAN

by Brendon Bulger

No. Appearing:	**3D12**
Armour Class:	**7**
Movement:	**12" (leap 30")**
Hit Dice:	**3D8+4**
Treasure:	**Variable**
Attack:	**2–8/2–8 + special or 1–20**
Alignment:	**Chaotic neutral**
Intelligence:	**Non**
Monstermark:	**45.4 (level IV in 12 levels)**

A plant/human mutation, the plantman is generally human in form and stands 10'-12' high. It has two sinuous arms like elephants' trunks, at the end of each of which is a mouth with razor-sharp teeth. The creature is almost hairless and a ghastly blue in colour; a thick mass of jet black hair, each strand looking like a fat worm and in constant writhing motion, tops the head. There is a single, dead-white eye in the centre of the forehead circled by a broad ring of white 'flesh'. The nose is a ragged, inflamed hole in the centre of the face. The plantman moves on flat, broad feet each 3' long and the creature has a thick tail 6' long which is used in attack as well as for balance.

The plantman's mode of attack varies according to the circumstances. If there is sufficient space for it to do so, it will leap high in the air over its intended victim and lash downwards with its tail, such an attack being rolled as if for a monster with 8 hit dice and delivering 1–20 damage if successful. Otherwise it will attack with the mouths on the ends of its arms, each doing 2–8 damage (these attacks are resolved on the normal table). For each successful mouth attack there is a 75% chance that the mouth will attach to the victim's body, doing an additional 1–4 points of damage and sucking away body fluids (reduce constitution by 1 point for each successful attack of this type, the lost points being recovered at the rate of 1 point per hour).

Plantmen are extremely simple creatures, having only the most basic of nervous systems. They will usually be found grazing in valleys of woodlands, for they are basically vegetarian, eating by running their 'hands' over vegetation. They have a deep respect for clerics and will only attack members of this class if highly provoked; they are in great awe of druids and will never attack members of the druid class. They are too stupid to be trained to obey even the simplest of commands.

Comments: Those who are 'into' fantasy literature will have no difficulty in recognising the Plantman; it is not, after all, susceptible to any disguising. Note the special movement rate which applies to the 'leap' attack.

During the period of *Folio* preparation, I rather slowed down on looking at new submissions for the *Factory,* but now that I have a bit more time I can wade through the pile of new creatures which have appeared in the last few months and make more selections for future issues of the *Factory.* I must say I am continually amazed at the number of contributions we obtain, and aspiring monster-hatchers are to be congratulated on their energy and inventiveness.

In closing, might I remind readers once more to send in their votes for the Top Five Creatures to have appeared in *White Dwarf* during the last ten issues.

GAMES DAY V

On 20th October 1979, some 4,000 people converged on the Royal Horticultural Hall in London for the fifth annual Games Day. Thus a record was set by making Games Day the highest one day attended games convention in the world! They say pictures speak for themselves, so:

"The train now arriving on platform 5 . . ."

A +2 badge helmet

"Is this the queue for the toilet?"

"Have you got the DM's Guide, please?"

It's all Go at Games Day.

Ian Livingstone and Glenn Kidd in serious discussion.

Discovering the world of crime.

Smile for Uncle Attila.

"Can I have my ball back please?"

Trying to beat the inventor at Ephemeris.

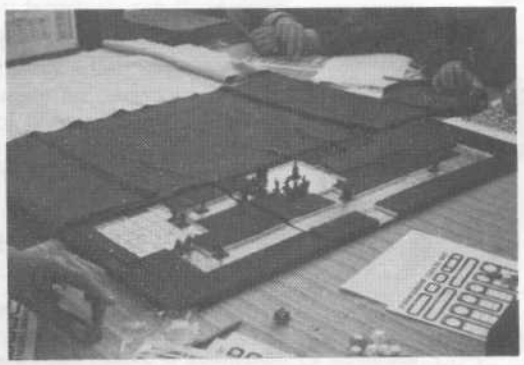
All quiet on the (Wild) Western front.

Bring, bring, bring and buy, buy, buy!

Charles Vasey's charisma has its effect on Steve Jackson.

Skirrid pronunciation class.

World Silly Walks Champion.



The horror of the dungeon unfolds.

Dave Rotor explains a rule in his computer-moderated Star Trek game.

Tom Meier and Glenn Kidd of Ral Partha Inc.

Gelatinous cube attacks unwary adventurer!

GAMES DAY AWARD

This is to Certify that

WHITE DWARF

was awarded First Prize

in the BEST GAMES MAGAZINE category

Presented by H. Lakey

date 20th OCTOBER 1979

Photographs by Jo Ashton, Dan Benjamin, Steve Jackson

With the help of White Dwarf, Wargamers' Newsletter, Perfidious Albion, Phoenix, and many shops around the country, the first British Games Day Awards were conducted:

GAMES DAY AWARDS – 1979 RESULTS

1. BEST GAME – ANY TYPE
1st – Dungeons & Dragons
2nd – Diplomacy
3rd – Squad Leader

2. BEST WARGAME
1st – Squad Leader
2nd – Third Reich
3rd – Next War

3. BEST SF/F GAME
1st – Dungeons & Dragons
2nd – Traveller
3rd – War of the Ring

4. BEST ABSTRACT GAME
1st – Black Box
2nd – Mastermind
3rd – Skirrid

5. BEST FAMILY GAME
1st – Monopoly
2nd – Sorcerer's Cave
3rd – Escape From Colditz

6. BEST SET TABLETOP RULES (ANY PERIOD)
1st – Wargames Research Group Ancient Rules
2nd – Once Upon a Time in the West
3rd – WRG World War II

7. BEST BOARDGAME (ANY PERIOD)
1st – Kingmaker
2nd – Squad Leader
3rd – Diplomacy

8. BEST ROLE-PLAYING GAME (ANY PERIOD)
1st – Dungeons & Dragons
2nd – Traveller
3rd – Chivalry & Sorcery

9. BEST RANGE HISTORICAL FIGURES
1st – Minifigs 25mm Napoleonics
2nd – Ral Partha 25mm 1200AD
3rd – Hinchliffe 25mm Napoleonics

10. BEST RANGE SF/F FIGURES
1st – Ral Partha 25mm 'ES' (Personalities & Things that Go 'Bump' in the Night)
2nd – Citadel 25mm 'Fiend Factory'
3rd – Minifigs 25mm 'Valley of the 4 Winds'

11. BEST MAGAZINE
1st – White Dwarf
2nd – Strategy & Tactics
3rd – Fire & Movement

12. BEST GAMES PUBLISHER
1st – Avalon Hill
2nd – SPI
3rd – TSR Hobbies

13. BEST FIGURES MANUFACTURER
1st – Citadel Miniatures Ltd
2nd – Minifigs
3rd – Ral Partha

14. BEST GAMES INVENTOR
1st – Gary Gygax
2nd – John Hill
3rd – Jim Dunnigan

15. BEST GAMES PERSONALITY
1st – Charles Vasey
2nd – Gary Gygax
3rd – Don Turnbull & Richard Berg

16. BEST NEW GAME '79
1st – Freedom in the Galaxy (SPI)
2nd – The Next War (SPI)
3rd – Divine Right (TSR)

TREASURE CHEST

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Continuing with the recent specialisation of Treasure Chest, we present a bubbling concoction of . . .

POTIONS

DRAGON BREATH POTION
by Kathryn George

The potion enables the drinker to breathe, once only, as one type of dragon (determine at random or DM's decision as to which type. (Dragon-turtle, gorgon, etc. can also be included). The potion must be used within 6 turns of drinking. If Alchemists are available, they may be able to tell what type of potion it is, but not what type of breath weapon.

POTION OF ULTRAVISIBILITY
by David Bell

This potion causes the drinker, his armour, his weapons, and other equipment carried, to glow brightly. In darkness he will light the same area as a torch. In daylight he will glow visibly. The effect *commences* after 1d4+1 melee rounds and persists until the death of the victim or for 1d4 turns, whichever is sooner. Invisibility and hiding in shadows is impossible for the victim, and, because of the diffuse nature of the light, there is a 15% penalty for anyone else trying to hide in shadows within 40'. *Darkness* acts as a *dispel magic,* but remember that a potion counts as 12th level. *(Player's Guide* p. 47, *dispel magic* description).

The colour of the light has been known to vary with the victim's alignment. The clerical *prayer* spell has also been known to suffer from a similar side effect, so the potion may affect morale, especially of an enemy. In a melee such a source of light can be invaluable.

It is, of course, easily mistaken for a potion of *invisibility,* and vice versa, with possibly disastrous results in an emergency.

THE POTION OF MIND REST
by Stephen Bland

The drinker of this potion is only affected if he has psionic power. 25 psionic strength points will be restored and all psionic use in the following 3 turns will only cost half its theoretical amount.

POTION OF TYPHOONERY
by PeterTarrant

This potion enables the user to exhale vast amounts of air at gale force, non-stop for 5 rounds, causing all movable objects within 100ft to be blown directly away from the user.

POTION OF HEALTH
by John Evans

This potion looks and smells like whisky, has a fortifying taste, though no alcoholic effect. If imbibed, it raises the drinker's constitution by 1–6 points (1d6) and this effect is permanent. Excess constitution points over the character's allowance are lost. Your health!

FOLLICLE PHILTRE
by James Meek

A good swig of this concoction will accelerate hair growth astronomically. Body hair will grow an extra inch and stop, but head hair will grow at three inches per round for 6 hours (also foot hair for halflings and body hair for hairy monsters e.g. the turung). If the drinker is doing nothing else and has a good sharp blade available, he can keep the hair under reasonable control; if any other activity is engaged in the hair will grow unabated; vision will become obscured; the character will ensnare himself and the party; and so on. Note that though the hair stops growing after 6 hours, it will not disappear. By that time there could be about 90' of hair. Note also that a bald man would have a normal head of hair restored to him.

WITCH'S BREW
by John Evans

The drinker of this potion must make his saving throw versus *polymorph.* If he fails, he turns into a frog as if polymorphed; if he succeeds, he gains 1–6 points of charisma (1d6), excess points over 18 being lost. This potion affects both male and female characters. Dwarves and half orcs may not exceed their maximum charisma score via this potion unless the DM rules to the contrary.

POTION OF TRUTH
by James Meek

The effect of this potion will last 6 hours but will only become apparent when the drinker tries to tell a lie. As soon as the drinker is asked any question, the DM should hand him a note stating that he must answer in absolute truth. A possible sad example:

Huge Troll Chieftan: Oh tasty little hobbit, am I not the most handsome of all creatures?

Trapped Hobbit Thief: Actually, I think you are so disgustingly ugly that it is hard to see your blackheads for your acne, and I wouldn't be surprised if flies dropped dead on contact with your filthy skin, and I bet you can't see your feet because of your fat stomach, and aghhh..."

POTION OF WALL DELUSION
by M. Gascoigne

Amount Found: 1 swig
Colour: Dark blue, very cold, with condensation up the sides.
Duration of Effect: 5–8 turns (1d4+4).
Effect: The drinker of this potion believes that doorways are in fact walls, and to him some bare walls have doors in them (50%). If his comrades attempt to lead him through a 'wall' he must save versus death magic, or react violently against the madmen/ghosts(?) around him. If he saves, once through the door he reacts as if he had a *fear* spell cast upon him. The poor character takes 1 or 2 points of damage from repeated attempts to kick or punch a 'door' open.

POTION OF ENTROPY
by M. Gascoigne

Amount Found: 1–4 swigs.
Colour: Deep black – looks like a Black Hole in a vial.
Duraction of Effect: 2–8 turns (one turn delay).
Effect: After drinking, there is a one turn delay before everything starts happening. Suddenly, the subject thinks that *the whole world* is falling apart, melting, boiling away. There is an equal chance of either running about or standing still. If he stands still – save against *fear* at –3 every turn and for 2 turns afterwards at –2, and will be confused (as spell) for another 1–3 turns. If under the influence for 4 or more turns, save versus *insanity* by throwing OVER intelligence on a d20. If he runs about, he will take 1–4 points of damage from anything he runs into, and each time he hits something doing 4 points to him, all his equipment has to save as if for *crushing blow* on the new table. After-effects *(fear* and *confusion)* and *insanity* as above. Whilst under the effects of the potion he will not fight due to the fact that he believes that his weapons have melted away or exploded or whatever.

POTION OF WEIGHT
by James Meek

Imbibing this potion causes the effects of a lifetime of gluttony within the space of one heartbeat. The victim becomes grossly fat; his clothes and armour are rent asunder, his speed is quartered; his charisma and dexterity are both reduced by 2, and he becomes a general encumbrance to the party. His lot is made all the more miserable when he discovers that he presents a huge and vulnerable missile target, that flimsy bridges will not bear his weight and that doorways exercise a peculiar reluctance to part with him. The victim's hapless state lasts for 12 hours — the duration of the potion's effect.

POTION OF X-RAY VISION
by Jim Willoughby

This potion enables the drinker to see through doors, walls, etc to a maximum radius of 60'. He cannot, however, see through metal. The effect lasts one week. The potion is a purple liquid with a sparkle effect given off when held against light.

POTION OF BLINDNESS
by Jim Willoughby

This potion will turn the drinker blind for one week unless he makes his saving throw as against poison. The potion is identical in appearance as the potion of X–ray vision.

POTION OF NOISE
by James Meek

Anyone attempting to speak after sampling this potion will find not words issuing from his mouth but a deafening, booming call akin to that of a frustrated moose. Coughing, whispering, singing sneezing, crying out in pain — all emerge as if issued by a foghorn. Note that nervous monsters will not be inclined to hang around to find out what is making the noise. It is recommended that the referee roll every few turns or so to see if the victim sneezes, hic-cups, yawns or belches etc. — a 15% chance seems reasonable.

Example: A party of elven thieves, one of whom has drunk the potion, tiptoe past a host of slumbering Wargs towards a golden throne. The referee decides it is time to check the unfortunate elf; he rolls a 7%. The elf begins to sneeze; panic stricken his friends swathe his face in cloaks and mufflers and sit on his head. To no avail; he sneezes and 357 hungry Wargs jump out of their skins and onto the hapless elves.

POTIONS OF GREED AND SELF-RESTRAINT
by James Meek

Drinking these potions affects the drinker's mind in such a way that all metals he sees for the first time after drinking appear as one type. In the case of the potion of *greed*, all metals will appear to be platinum; with the potion of *self-restraint*, all metals will appear to be copper.

ATHENA'S TONIC
by James Meek

Drinking this oily fluid will bestow the following powers upon the drinker; a *haste* spell; restoration or addition of 2–16 hit points and +1 to dexterity and constitution. These effects last for six hours after which the drinker must rest for 12 hours. Any delay in resting will have the following effects: the 7th hour after drinking — the loss of all bestowed abilities plus *slow;* during the 8th — loss of 2–16 hit points; during the 9th — a loss of —1 on constitution and dexterity; 10th hour — total collapse (if constitution 10+ then sleep for a week, otherwise death).

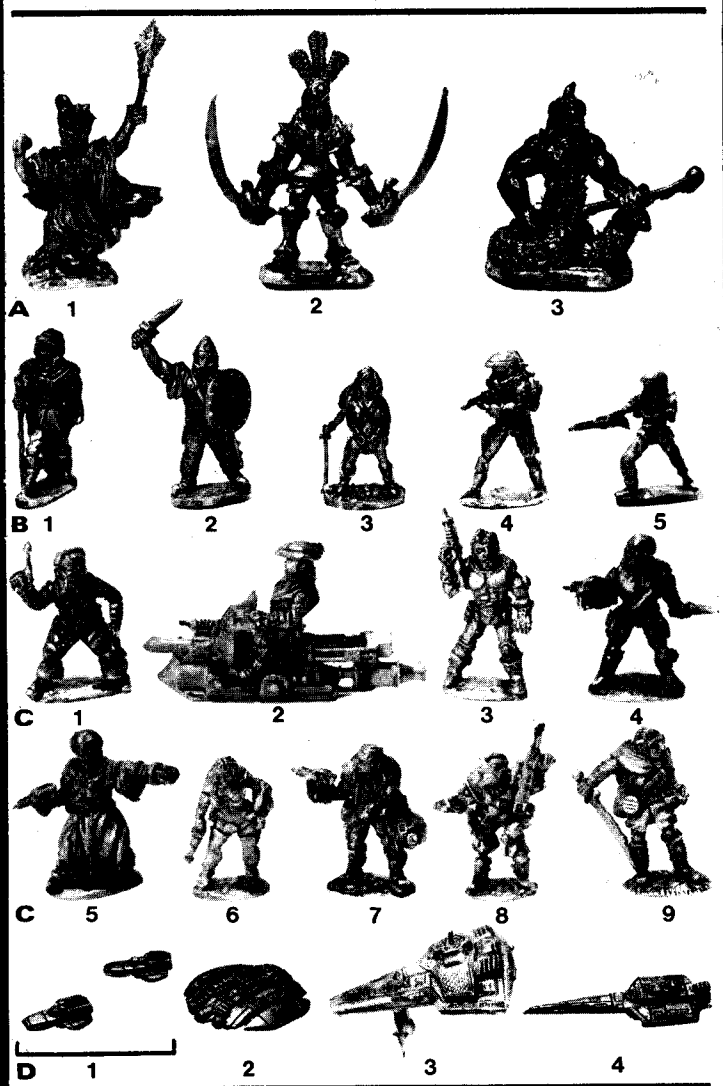
Furthermore, if the tonic is thoroughly rubbed on any *sleeping, paralysed, petrified, turned to ice,* or otherwise suspended creature, it will restore that creature to normal in 1–6 turns.

POTION OF STEALTH
by Deidre Evans

The imbiber of this potion will move silently for one hour.

Continuing with our specialist topics in *Treasure Chest,* next issue we will feature **Artifacts & Relics.**

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.



A. Archive Miniatures
1. Star Mage (790)
2. Doomguard (791)
3. The Wrack (2101)

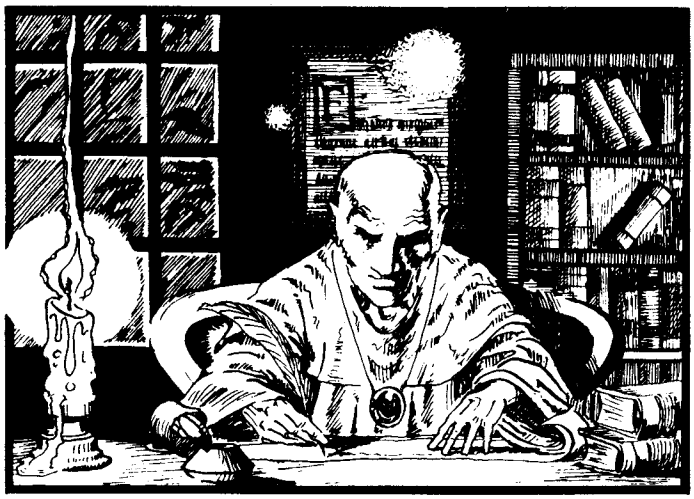
B. Asgard Miniatures
1. Half Elf (ADA14)
2. Half Goblin (ADA 46)
3. Adventuress (ADA51)
4. Space Marine (SM1)
5. Space Marine (SM2)

C. Citadel Miniatures
1. Star Patrolman (S1)
2. Star Lane Pirate Girl (S18)
3. Adventurer with Machine Pistol (S8)
4. Cyborg Assassin (S45)
5. Fanatic Disciple (S30)
6. Adventuress with Laser Pistol (S11)
7. Interplanetary Scout (S21)
8. Bounty Hunter (S5)
9. Ranger (FA8)

D. Q.T. Models
1. Gnat F1 (SF1)
2. Manta F3 (SF3)
3. Delta Command Ship (SF11)
4. Dragonfly F2 (SF2)

LETTERS

Readers' thoughts, ideas, views, and criticisms. Letters to Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, London W6.



Dear WD,

I should like to make a few comments regarding the article entitled *Useful Dungeon Equipment* in *White Dwarf 12.*

The article makes a comment on the use of burning oil, and says that adventures can turn into "hand grenade raids." I totally agree with this, but this can be prevented, for the following reason. In the medieval world, petrol-based oil did not exist. The oil that was used was a potent vegetable oil, somewhat more concentrated than ours used in cooking today. This implies that a 'wall of flame' is impossible, and there is little or no chance of it inflicting a serious burn. A flame little higher than 2' tall is possible.

In the same article, multi-shot crossbows are mentioned. These (called *dokyu's)* existed predominantly in ancient China and Mongolia, and should be readily available to any society of a technology equal to or better than 7th century Europe. (i.e., Celtic or Anglo-Saxon times). The normal number of shots at one time is usually 2 or 4, and they should cost the equivalent of about 200 g.p., available from artisan carpenters or metal workers.

Yours sincerely,
Paul Compton, Norwich, Norfolk.

Dear WD,

It was very good of you to publish my spell designs in *White Dwarf 13,* particularly as, having failed to keep copies of the precise details I sent, I am ashamed to discover certain faults in re-reading. Firstly, the dimensions of iron cuttable by a *laser* spell are real dimensions while the ½" hole melted in a wall of ice is 'ground scale' – i.e. 5' underground, more in surface adventures.

Secondly, the circle of effect of a *mirage* only applies to the second form of the spell, and is 8".

Third and lastly, the saving throw to pass under a *Sword of warning* above a doorway simulates the effort of will required to overcome the supernatural terror inspired by the sword. Failing to make the throw does *not* cause the sword to fall – it merely means that the character is paralysed with fear just short of the doorway. Equally, making the save does *not* prevent the sword from falling – that depends on the conditions set by the caster; it merely allows the character to overcome his fear.

Cheers,
Phil Masters, Brighton, E. Sussex.

Dear WD,

In response to the interview with Gary Gygax in *White Dwarf 14* and also to the brief "warning" in the *AD&D Dungeon Master's Guide* pertaining to material "satisfactory for use with *AD&D",* I feel bound to restore the confidence of the fan-magazine.

I believe that among the varied and interesting articles appearing in such magazines, the material that will, in Gary Gygax's opinion, "radically alter play balance" is greatly outweighed by that which augments and complements the game without detracting from it. When and where it does occur, I am confident that any DM or player can read the dangers of its use; it does not take an experienced game designer to *use* a design. Such material is usually but a means to an end; the DM can use it, adapt it or discard it as he sees fit.

As Gary Gygax modestly admits (and if I may quote from the *AD&D PH),* "After all, the game's major appeal is to those persons with unusually active imagination AND SUPERIOR ACTIVE INTELLIGENCE". Surely such a person can make his own decision. The fan-magazine is a media in which to express and distribute such beneficial imagination and the readers with their superior intelligence can surely differentiate the "rubbish" from the useful and feasible.

To continue my argument, no fan-magazine (as far as I know) has actually claimed to be "satisfactory for use with *AD&D";* this is left to the discretion of the reader. Anyone under the impression that the "second-rate" or "substitute" material in fan-magazines is authorized or approved for use with *AD&D* would be lucky to rate as semi-intelligent!

Ultimately, the fan-zine (the production and reading thereof) is a hobby in itself. Please, Gary, don't condemn us to the Fires of Gehenna!

Yours sincerely,
Guy R.J. Duke (*The Beholder)*

Dear WD,

I don't think that Michael Stoner (*White Dwarf 13*) has a right to criticise *Fiend Factory* so strongly. The standard is not deteriorating so much that it should be criticised, on the contrary it should be praised. All right, so some monsters have been 'cribbed', but the majority of the material is still excellent.

There is nothing wrong with 'one-off' monsters, as long as they have a good 'secret' i.e. the flying fish. Okay, once they're used they are pretty useless, but it's worth using a slightly extraordinary monster once, than just sticking to dwarves, spiders, etc., which turn out just to be a straight fight.

No doubt there will be similar criticism of the special rooms in *Treasure Chest* (*White Dwarf 14*) complaining that they are all 'one-off'. They're bound to be to a certain extent. If the DM does not want his players knowing what to do, I suggest he does not use any special rooms or monsters.

I'm glad Martin Stoner managed to praise something (e.g. Rock beast, Urchin, etc.).

Yours sincerely,
Stuart Osgood, Bromley, Kent.

Dear WD,

I agree with Michael Stoner's letter in *White Dwarf 13* which states that the standard of monsters in *Fiend Factory* has lowered slightly, but he must realise that this must be because the contributors' standard has lowered.

And as for revamped monsters, most people would view the new entrants in the "factory" as original works, if not, they do not have to use them. Also one could look at the magical items in Michael's magazine *The Beholder* and find that some of them are merely items that use spells, or even "revamped" items from other works, i.e. shark bolts, – *Arduin Grimoire* snake arrows a la *The Beholder 2.* The reason? Simply because the subconscious plays tricks with the mind and makes one believe that one's own work is original. Not that this letter is slurring T.B. as it is a very good "zine", I am just showing Michael how this works.

To change the subject, some comments on *The Expanding Universe* in *White Dwarf.* Well done Andy! Perhaps we can see some ideas on actually setting up adventures as I for one have spent many a sleepless hour trying to think of scenarios's etc. for *Traveller* but so far have come up with little.

Anybody generous enough to send me ideas will receive the blessing of the Universal Brotherhood and my thanks.

Until Dumarest rolls a fumble,
Trevor Graver, London.

GAMES CLUBS

TRING, HERTFORDSHIRE.
Gaming Group
Games: D&D.
Time: Varies
Place: 33 or 13 Buckingham Road, Tring.
Contact: M. Farrell, Telephone: Tring 3710

WELWYN GARDEN CITY
Model Lords Wargames Club
Games: You bring it, we'll fight it . Three weeks warning.
Time: Every friday except 1st in month, at 6.00pm.
Place: The Backhouse Rooms, Handside Lane.
Contact: P. Pearce, 20 Salisbury Road, Welwyn Garden City, Herts, AL7 35D. Telephone: W.G. 30379

GRANTHAM, LINCOLNSHIRE
Grantham Wargamers Club.
Games: D&D, Traveller, as well as many other board and tabletop games, (emphasis on WWII & Modern).
Time: 6.30pm every Monday.
Place: British Legion, Castlegate.
Contact: British Legion, Castlegate, 1 Chomagcki, 24 Cliffe Road, Grantham, Lincs,

GOTEBORG, SWEDEN
Goteborg Wargaming Club
Games: Board games and fantasy games.
Time: Every Saturday 12.00—7.00pm.
Place: Studentkaren, Goteborg, Sweden.
Contact: Anders Blixt, Tygvaktargaten 6, S-436 00 Askim, Sweden. Telephone: 031-28 1887.

PRESTON/BAMBER BRIDGE, LANCASHIRE
Proposed Gaming Club
Games: D&D (City State), Kingmaker, Diplomacy, Chess or any boardgame.
Time: To be arranged.
Place: Members homes/to be arranged.
Contact: Andrew Bennison, 62 Club Street, Bamber Bridge, Preston, Lancs, PR5 6FN or telephone Preston (0772) 38754.

LYMINGTON, HAMPSHIRE
Lymington & District Wargames Club (D&D Section)
Games: D&D
Time: Saturdays 2.00pm
Place: Members' houses once per month; Milford Village Hall once per month.
Contact: Christhopher Murfin, Warren Lane Bungalow, St. Leonards, Bucklers Hard, Beaulieu, Hants. Telephone: Bucklers Hard 201.

DEPTFORD LONDON
Deptford Adult Games Group
Games: All board, War and SF/F games.
Time: 3pm — very late every 1st and 3rd Sunday of the month.
Place: Community Centre, Idonia St., London SE8 (Nr. New Cross Station).
Comments: Newcomers welcome
Contact: Kendall Johns, 16 Rochdale Way, London SE8. Telephone: 01-692 4555

CHELTENHAM, GLOUCS.
Proposed Club
Games D&D
Time: To be arranged.
Place: To be arranged.
Comments: Will travel to meet.
Contact: Paul Maullin, 51 Grosvenor St., Cheltenham, Gloucs.

ABERDEEN
Aberdeen Games Club
Games: D&D, Runequest plus other board and figures games.
Time: 1.00 pm, every Sunday.
Place: Northern Arts Club, 8 Bon-Accord Square, Aberdeen, Scotland.
Comments: All welcome
Contact: Ken Clark, 13 Ashville Place, Aberdeen. Telephone: Aberdeen 630580 daytime.

PORTSMOUTH
Portsmouth Poly D&D Society
Games: D&D, Runequest and all fantasy games.
Time: When required — usually Sundays.
Place: Varies.
Contact: D.R. Jones, 83 Walmer Road, Fratton, Portsmouth, Hants. or via pigeon holes in Student Union. Tel: 0705 751935 evenings.

White Dwarf Questionnaire

Following the enthusiasm with which readers responded to the first *White Dwarf* questionnaire published in issue 7, and also the fact that readership has since doubled, we felt that it was time for readers to vent their feelings once again. If you do not enjoy slicing up dwarfs, send a photocopy or written sheet to *White Dwarf*, 1 Dalling Road, London W6 to arrive before 1st January 1980.

1. *Give ratings out of ten for the following departmental features:*
   (a) The Fiend Factory (e) Letters
   (b) Treasure Chest (f) News
   (c) Open Box (g) Help!
   (d) Molten Magic (h) Clubs
2. *Give a percentage breakdown for your idea of the perfect content balance of White Dwarf:*
   (a) Role-Playing Games (d) Departmental Features
   (b) Boardgames (e) Advertisements
   (c) Table-Top Games (f) Other (state) —
   100%
3. *Give a percentage breakdown for your idea of the perfect article balance of the Role-Playing Games:*
   (a) Dungeons & Dragons (e) Boot Hill
   (b) Traveller (f) Runequest
   (c) Gamma World (g) Chivalry & Sorcery
   (d) Gangster (h) Other (state) —
   100%
4. *Each issue contains a game or scenario. Give a percentage breakdown for the type preferred:*
   (a) Dungeons & Dragons mini-dungeon
   (b) Traveller mini-adventure
   (c) Runequest mini-scenario
   (d) Gamma World mini-scenario
   (e) Gangster crime scenario
   (f) Boot Hill mini-scenario
   (g) Boardgame (as WD15)
   (h) Other (state) —
   100%
5. *Would you like a Question & Answers page?*
6. *Would you like a Comic Strip?*
7. *The best thing in White Dwarf is* .....
8. *The worst thing in White Dwarf is*.....
9. *The best article that ever appeared in White Dwarf was*.....
   .....
10. *I think White Dwarf could be improved by*.....
   .....
   .....
   .....(continue on separate sheet if necessary).

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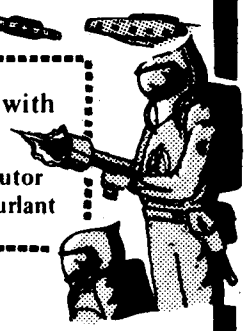

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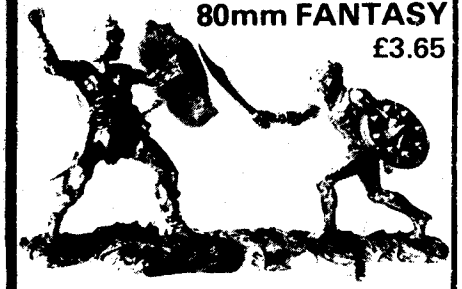

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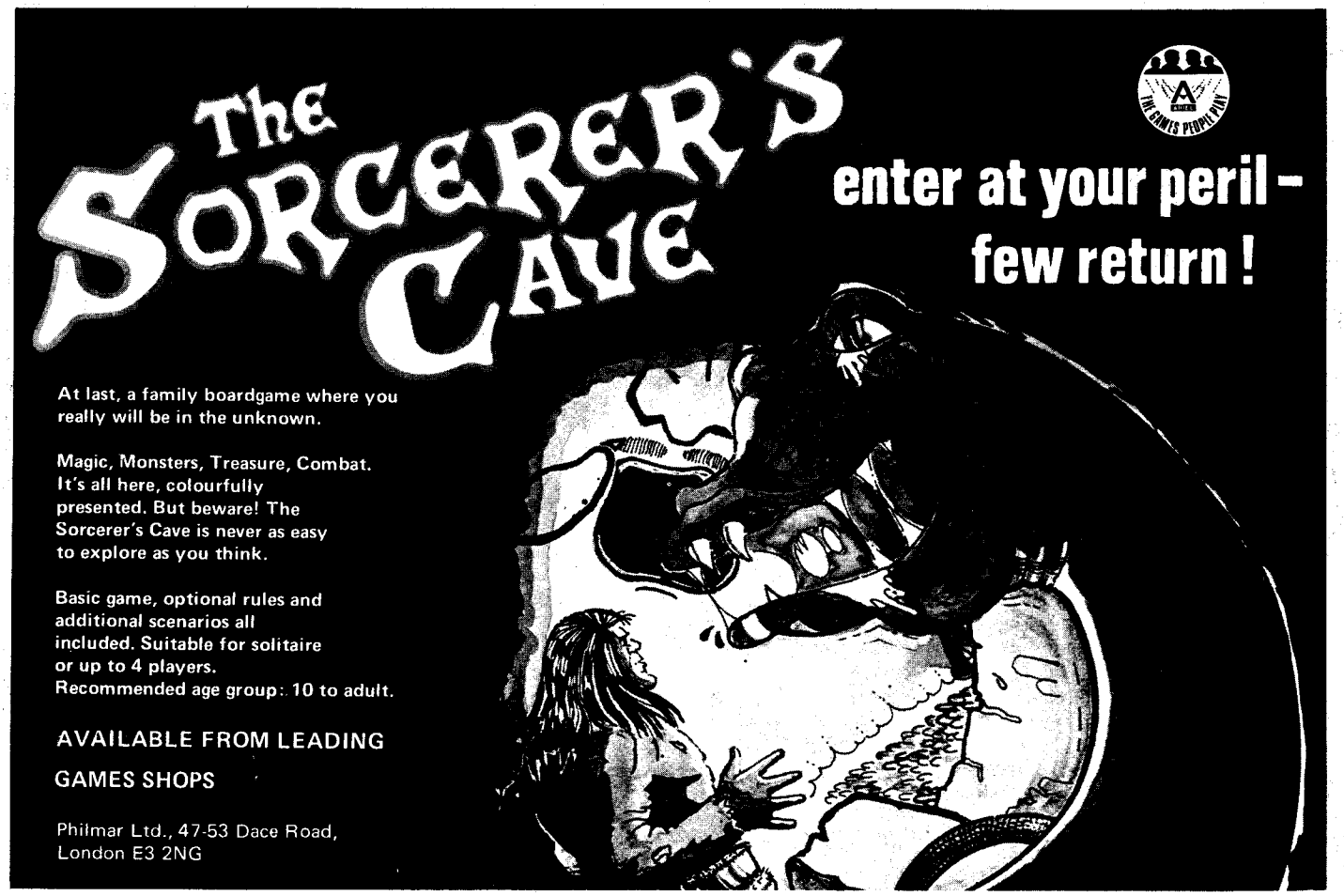

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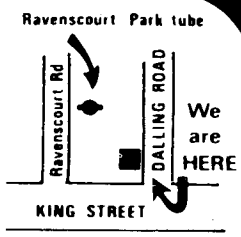

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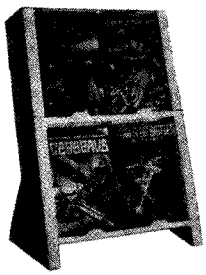

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